



MAPS
OF EVERY LEVEL!





MURBAL 4 KOMBAL

RAMPAGE

WORLD TOUR

The logo for the video game "San Francisco Rush: Extreme Racing". The words "San Francisco" are in a stylized, cursive font at the top. Below them, the word "RUSH" is in large, bold, block letters with a metallic, brushed metal texture. At the bottom, the words "EXTREME RACING" are in a smaller, bold, sans-serif font. The entire logo is set against a dark, textured background that looks like a road or a city street at night.

EVERYONE
7-18
E
CONTENT RATED BY

TEEN
TM
T
CONTENT RATED BY
ESRB

The Midway logo, featuring a stylized 'M' with a lightning bolt and the word 'MIDWAY' in a bold, sans-serif font.[illegible]

BODY HARVEST®

Prima's Official Strategy Guide

Simon Hill



® and Prima Publishing® are registered trademarks of Prima Communications, Inc.

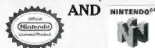
© 1998 by Prima Publishing. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Publishing, except for the inclusion of quotations in a review.

Created by: **Prima Creative Services, England**
Managing Editor: **Nick Roberts**
Design: **Paul Middleton**

Project Editor: **Mario De Gavia**
Technical Accuracy Adjutant: **Donato Tica**

Body Harvest ©1998 Gremlin Interactive Ltd. Designed and Developed by DMA Design Ltd. Body Harvest® is registered trademark.

NINTENDO®, NINTENDO 64,



ARE TRADEMARKS OF NINTENDO CO., LTD.

Body Harvest™ & © 1998 Gremlin Interactive Limited. DMA Design Ltd is a wholly owned subsidiary of Gremlin Group Plc. All rights reserved. Developed by DMA Design Limited. MIDWAY is a registered trademark of Midway Games Inc. Body Harvest is distributed by Midway Home Entertainment Inc. under license. Nintendo, Nintendo 64, Rumble Pak and the 3-D "N" logo are trademarks of Nintendo of America Inc. ©1996 Nintendo of America Inc. Licensed by Nintendo.

All products and characters mentioned in this book are trademarks of their respective companies.

Important:

Prima Publishing has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 7615-1983-1

Library of Congress Catalog Card Number: 97-68208

Printed in the United States of America

98 99 00 01 DD 10 9 8 7 6 5 4 3 2 1

Prima Publishing
Rocklin, California
(916) 632-4400
www.primagames.com

CONTENTS

INTRODUCTION	2
GAMEPLAY BASICS	4
TIME ZONES	
Greece, 1916	14
Java, 1941	28
USA, 1966	42
Siberia, 1991	56
Alien Comet, 2016	68
VEHICLE AND WEAPONS LIBRARY	78
INTERVIEW WITH DMA DESIGN	88



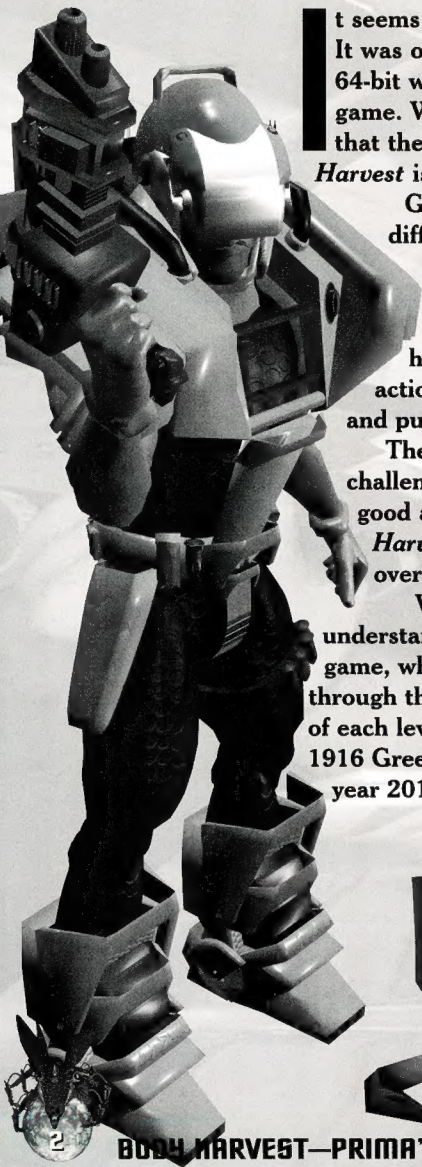
INTRODUCTION

It seems like we've been waiting for *Body Harvest* forever! It was one of the first games announced for Nintendo's 64-bit wonder, but until now we hadn't seen the finished game. Well, the wait, and the 3+ years of programming that the DMA team has put in, has been worth it! *Body Harvest* is one of the best N64 games we have ever played.

Graphically, it's amazing, with huge aliens, lots of different vehicles, five massive time zones to explore, and more weapons than you can shake a hot machine gun at. Over the last week or so we have done nothing but play *Body Harvest* and can honestly say that we've enjoyed every minute. The action is fast paced and great fun, while the strategic and puzzle elements add another dimension.

The other cool thing about *Body Harvest* is the challenge it offers the player. So many games look really good and play well, but are just too darn easy. *Body Harvest* certainly doesn't suffer from this problem, and over the following pages we cover every aspect of it.

We start with the basics, where you learn to understand and perfect the fundamental aspects of the game, which proves so valuable as you work your way through the time zones. We give you a detailed walkthrough of each level, from your first encounter with the aliens in 1916 Greece, all the way through to the final battle in the year 2016!



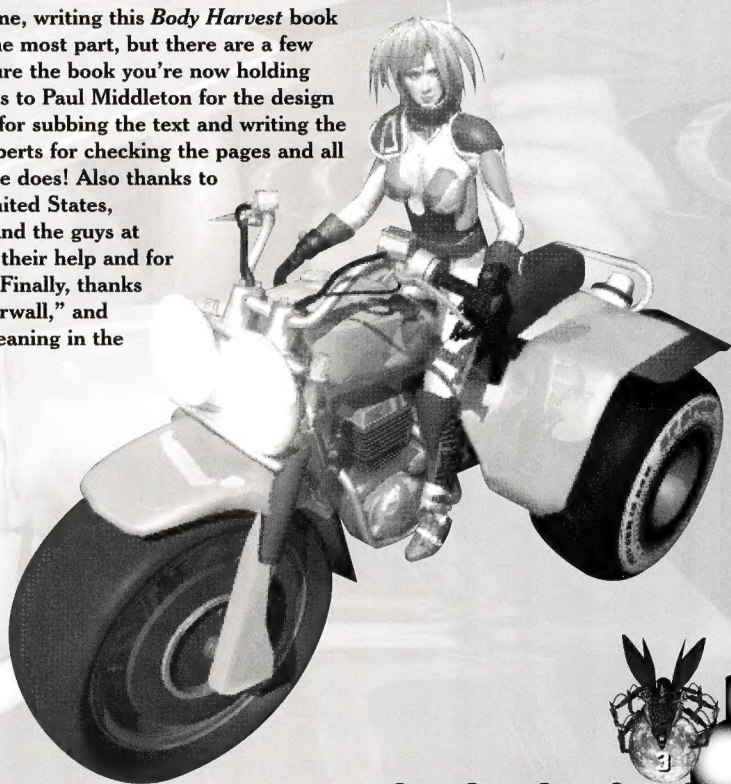
You'll find information on the vehicles featured in each time zone, including tips on how to use them, the weapons they have, and anything else that can help you stop the bugs from taking over Earth. Don't forget to check out the guide to vehicles and weapons later in the book, plus an interview with *Body Harvest*'s creators, DMA Design. Everything you need to play, enjoy, and complete this amazing game is covered in detail, with lots of screenshots, maps, and insider tips that will have you kicking bug butt!

So take a deep breath, grab your pistol, and prepare to receive your first mission directive from Commander Daisy. The fate of Earth is in your hands, soldier!

SIMON HILL

ACKNOWLEDGEMENTS

Due to the nature of the game, writing this *Body Harvest* book was a one-man show for the most part, but there are a few people who helped to ensure the book you're now holding reached the shelves. So, thanks to Paul Middleton for the design and layout, Warren Lapworth for subbing the text and writing the gameplay basics, and Nick Roberts for checking the pages and all the other manager-type stuff he does! Also thanks to all the staff at Prima in the United States, particularly Mario De Govia, and the guys at DMA Design and Gremlin for their help and for producing such a great game! Finally, thanks to Claire for being my "wonderwall," and Noel for giving the word its meaning in the first place!





GAMEPLAY BASICS

LEARN HOW TO STOP THE ALIEN BODY HARVEST!

In the year A.D. 2016, mankind is on the brink of extinction. A race of ruthless, relentless insect-like aliens has used Earth as a huge farm...

and it's humans that are harvested! Humans have been a staple of the alien diet for decades, but at last, with only a few colonies remaining, there's real hope: The aliens harvest Earth every 25 years, and since their last devastating visit, the humans have invented a time travel machine. The plan is to send elite soldiers back in time to wipe out earlier waves of aliens before they can do any harm. But before the fleet of time travelers can be assembled, the aliens return....

ONE MAN TO SAVE THE FUTURE

In *Body Harvest* you are a lone soldier, Adam Drake, sent back to 1916 in the prototype model of the time travel machine. Before you even begin playing, Adam has faced the aliens, the intro sequence showing them invading his space station as he puts on his armor. He's attacked before he can reach the time machine, but returns fire and makes his escape, entering a warp gate to the past.

Adam, his weapons, vehicles, abilities, and the tasks he faces as he travels through time make *Body Harvest* more complex and varied than the average game. Before we look at the different elements that

you control and encounter, let's look at the pre-game options available:

OPTIONS

Owners of a European copy of *Body Harvest* have an opening choice, in the form of language selection, particularly important since you have to read your objectives to make any progress. When you press the Start button at the space station title screen, the first option is a choice of save game slots. If you haven't played the game before, all three slots will be empty; choose any one and input a name for the slots, entered character by character. If you have played before

and used at least one save beacon (more on these later), choose your saved game to resume play at the last beacon you activated. You can also delete a saved game or copy it from one slot to another.

Details of the chosen game slot are displayed: name, location, and score, plus your inventory of objects and weapons. Choices of "Options," "Play," and "Demo" are at the bottom of the screen. Naturally, "Play" gets you into the action; "Demo" always starts with the first stage of the first time zone—Greece, 1916—even if your save slot is far into the game.

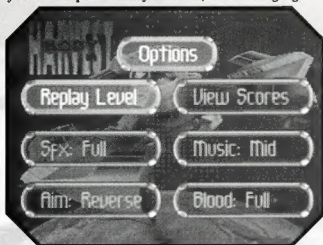
There are six choices in the "Options" menu. Make choices with the A button and use B to return to the previous screen. Following are descriptions of each option.



BODY HARVEST—PRIMA'S OFFICIAL STRATEGY GUIDE

REPLAY LEVEL

This brings up a menu of all five time zones, plus a "Replay Boss" option. You can choose any zone that you've already completed, but you begin at the first stage of that period. Use "Replay Level" if you want to improve your score, reduce the number of humans harvested in that area, search for power-ups and items, or simply have another shot at parts of the game you found particularly fun and/or challenging!



VIEW SCORES

This scrolls past the top five players, giving their name (or name of the save slot, to be precise), score, the number of humans killed (the lower the better!), and the total time it took them. It takes much effort and time to get a *Body Harvest* high score, so be proud when your name gets up there!

SFX AND MUSIC

These two options act in the same way, but affect different parts of the sound. Choose to have sound effects at full, mid, or low volume, or even switch them off entirely, then choose a volume setting for the music, too. Effects give gaming cues, as well as adding to the experience, so don't set it below "Mid." Music can be distracting, but in the case of *Body Harvest* it lends so much atmosphere that it would be a crime to switch it off!

AIM

Adam's gun arm homes in on targets, to a limited degree, but it can be tricky to tell exactly where you're aiming. To get a better idea and choose specific targets, a gun sight can be displayed using R Shoulder. If you leave this option in the "Normal" setting, you have to push forward on the joystick to move the sight down, and pull back to move it up, like the controls of an aircraft. In "Reverse" mode, pushing forward moves it up and pulling back moves the sight down, which you might find easier!



BLOOD

Body Harvest is a little gory, and could be too much for some stomachs. From "Full," you can reduce it to "Aliens," which means the bad guys ooze green gunk when hurt and killed, but there's no blood when humans are attacked. To eliminate the alien gore, too, set it to "Off."

YOUR GAMEPLAY ARSENAL

Adam Drake is one of the more versatile characters to hit the Nintendo 64. Besides exercising his personal abilities, he utilizes objects, fires weapons, drives various types of

vehicles, and uses high-tech machinery. Here we focus on the different elements that make up *Body Harvest* gameplay, including the controls and onscreen displays.

CONTROLS



ADAM

MOVE ADAMANALOG JOYSTICK
Select weapon↑ and ↓ on joystick
Fire selected weaponZ
Manual targetHold R Shoulder, aim with joystick
Roll leftC(←) + R Shoulder
Roll rightC(→) + R Shoulder
180° rollC(↓) + R Shoulder
Change cameraC(↑)
Rotate viewC(←) and C(→)
Reset viewpointC(↓)
View last messageL Shoulder

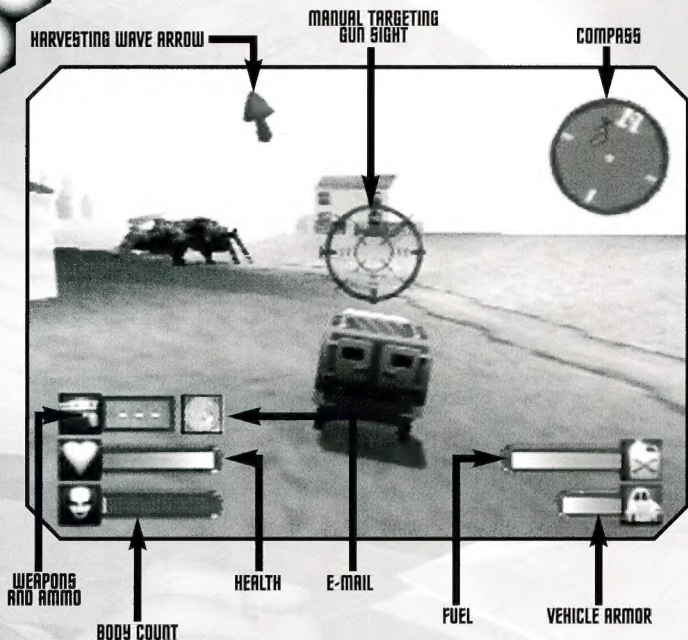
VEHICLES

Enter vehiclePush toward vehicle, press C(↓)
Exit vehicleC(↓), with Left or Right to choose side
AccelerateA
ReverseB
Quick TurnA+B
Ascend (helicopter) .A
Descend (helicopter) .B
Fire weaponZ
Manual targetHold R Shoulder, aim with joystick

BUILDINGS

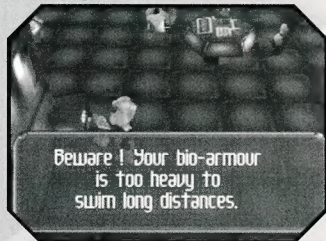
Enter buildingA
Sidestep leftC(←)
Sidestep rightC(→)
Speak/Use/Examine .A
Change cameraC(↑)





MESSAGES AND ALPHA COMMAND

As soon as you arrive in Greece, 1916, and begin the game, you receive a message from Commander Daisy Hernandez, who is in the Alpha Command time travel capsule behind you. To move through the pages of text, press the A or B button. Use L Shoulder if you want to re-read messages.



Also use L Shoulder to access new messages. The letter "E" appears at the bottom-left of the screen, next to the gun icon, when you have an electronic message that isn't automatically displayed.



The most important type of message is the mission directive, which tells you the next major task. Directives are given by Bob the Robot on the map screen, so when you're told there's a new one, press Start, highlight the globe, then choose it with the A button.

Bob is also in the time travel machine. You can go inside it whenever you want to examine the monitors for control hints, restore the vehicles to their original locations, and beam to status beacons, which save your progress when you complete a stage (part of the level).

VIEWPOINTS

As you'd expect, the analog joystick controls Adam's movement, the game closely tracking his progress from behind. For a high, distant view of the action press C(↑); to return to the close viewpoint, press C(↓) again.



The high viewpoint gives a better idea of surroundings, allowing you to see around buildings, find pathways, see aliens over the crest of a hill, and so on. When you find a vehicle, the high viewpoint makes navigation easier, particularly when using roads.



The downside of the high viewpoint is that it makes it trickier to target aliens, particularly when they're ground-based, as most are. When you need to shoot bugs, either switch to the close viewpoint or hold down R Shoulder for manual targeting. When you enter a building, you automatically get a close view of its interior.



While outside, you can rotate the viewpoint around Adam's position. Use C(←) to spin it counter-clockwise and C(→) to turn it clockwise. This makes it easier to explore thoroughly; it's particularly useful for finding doorways to larger and/or complicated buildings. To restore the view to the usual angle, directly behind Adam, press C(↓).



SHOOTING AND WEAPONRY

Destroying aliens is what your job is all about, and it also offers an additional viewpoint.

Adam's weapons lock onto the nearest enemy directly in front of him, so simply point him toward a bug and press the Z trigger button to shoot. Turn to the left or right to switch Adam's attention to a different alien. Red spots on the radar (top-right of the screen) represent aliens. Don't expect the auto targeting to be infallible; if the creature is too far away, you can't lock onto it.



For more precise shooting, you need to use manual targeting. Hold down R Shoulder and the view zooms in to close behind Adam and a gun sight floats in midair. The joystick now aims the sight, rather than moving Adam. If the "Aim" option is set to normal, it's controlled like the nose of an aircraft—pushing forward moves it down the screen and pulling back moves it up. If "Aim" is set to reverse, the opposite is true. When the gun sight is over a target, its green

triangular highlights turn red. Press Z to fire! Hold down the A button as well to spin more quickly. While in this mode, you have the ability to roll away from trouble, using C(←) or C(→) to quickly move in the relevant direction. If you press C(↻) Adam turns completely around, useful for targeting enemies behind you.

Whichever shooting method you use, a gauge appears near the bottom left of the screen to indicate the target's health; the tougher the foe, the taller the gauge. Each hit the alien takes depletes this gauge by a certain amount, depending on the weapon used, and in some cases where you hit the alien. When the gauge reaches the bottom, the bug is splattered!

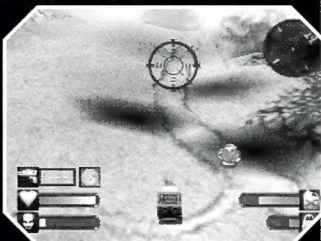


The rate and ease with which you can kill aliens is determined by the active weapon. Adam's armor includes an automatic pistol with infinite ammunition, so you're never defenseless. However, as you may have guessed, this default weapon isn't particularly powerful.

Luckily, you can find other weapons as you progress, usually inside chests of some description, which themselves are inside buildings. As soon as you have collected a weapon you can access it by using Up and Down on the controller's directional joystick. Pressing either direction displays a menu of weapons available, above the current one shown in the bottom-left corner of the screen. The active weapon's graphic is blue/gray; others are green

and a little smaller. Use Up and Down to highlight a weapon and make it active.

Just because you get a new weapon doesn't mean that you have anything to shoot out of it, however; most weapons have ammunition, but in some cases you will have to search for ammo before you can fire the gun. The automatic pistol is one of the few weapons with unlimited ammo. The amount of ammo you're carrying is shown to the right of the weapon graphic; "—" means infinite ammo or no ammo required.



To complicate matters, you need ammo that matches the weapon type! It can happen the other way around, too—you can find machine gun ammo, for example, but not get the machine gun itself until further into the time zone.

Most weapons are a trade-off between damage per round and rate of fire; each shot from one weapon may inflict a lot of damage, but the delay between shots could put your life at risk. Another weapon may not be so powerful, but its high rate of fire could keep aliens at bay. Whatever you're using, keep an eye on your ammo supply—you don't want to run out at a crucial moment!



POWER-UPS

Body Harvest doesn't go overboard on power-ups—most things you collect are weapons, ammo, or items required to solve puzzles. It does have the most useful kind of power up, though: health!

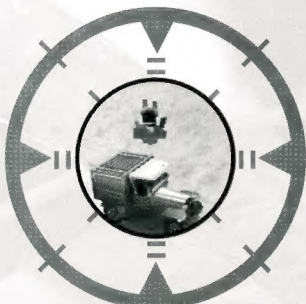
Your health gauge (one of the group in the lower-left corner) is obviously your prime concern, because if it hits the bottom, your game is over. Battles with aliens are the most common dangers, but water is hazardous (it damages Adam's armor, and the armor's weight means he can't swim in it for long) and accidents can happen (if you don't get far enough away from dynamite you have planted, for example). When swimming a blue bar appears in place of your health and rapidly depletes. When it's gone, continuing to swim harms Adam.

Power-ups are drawn to Adam, which is really useful in later levels. Some aliens, particularly larger ones, give out health power-ups when destroyed, or in some cases even when merely injured. In time-honored video-game fashion, these power-ups are heart shaped and encased in a sphere. Small hearts restore a little of your health gauge, large ones a greater proportion. Some buildings have containers that give you health when you examine them with the A button. You can regain health slowly simply by taking a break from the action and standing still. You can also regain health by returning to the Alpha tank.

The other type of power-up is fuel. All vehicles use this, but unlike weapons and ammo, they all use the same kind—you don't need a particular type of fuel for a particular type of vehicle. The differences come in the form of fuel economy, where some vehicles drink gas with gusto, and others consume it gradually. When out of fuel, a vehicle stops working.

Find fuel power-ups inside buildings. Examine a container and the fuel is added to your inventory—in the weapons section, for some reason. When you're in a vehicle, press Start to access the fuel icon and fill the machine's gas tank. It's always worth looking around or consulting this book's walkthrough before you refuel, because a replacement or even a better vehicle may be nearby.

Power-ups for the Alpha Tank appear during the boss stages and on the Alien Comet level. These are vital to completing those stages.



VEHICLES

Vehicles are a big part of *Body Harvest*—there are about 60 types! You can control all of them, although some are hidden and others require a task to be performed before the vehicle can be used. You don't have to use all of them, because the stages have more vehicles than are necessary to complete the game, particularly if you gather fuel to keep a favorite form of transport going.

In most situations, it's useful to be at the controls of a vehicle. There are two important reasons why. Apart from particularly large, lumbering tanks, vehicles move faster than Adam can on foot. Speed is particularly important when there's a Harvester wave around—you must get to those aliens quickly to minimize human casualties. Secondly, vehicles act like a layer of armor, absorbing hits and preserving Adam's health; if you're not in a vehicle when you face a bunch of bugs, you're likely to take major damage.

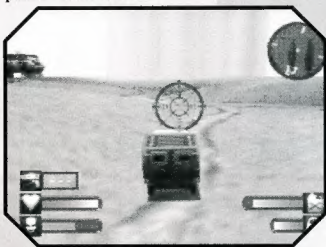


CONTROLLING VEHICLES

You find the first vehicle almost immediately—a Grimly Transporter car, a little forward and right of your starting position in Greece. To get in a vehicle, push Adam toward it using the joystick and press C(↵). Adam performs an athletic somersault, lands at the machine's controls, and fires it up.



Steer all vehicles with the analog joystick. However, different vehicles require different control techniques. Most use the A button to accelerate, but land vehicles like cars and tanks also use B to brake/reverse. When the vehicle is in motion, pressing B slows it down. If you press B when the machine is stopped, it will reverse. To quickly turn around, press A and B simultaneously while holding the joystick to the Left or Right. When the vehicle has skidded to face a different direction, go heavy on the gas with A! A and B without a direction will park a vehicle on hills.

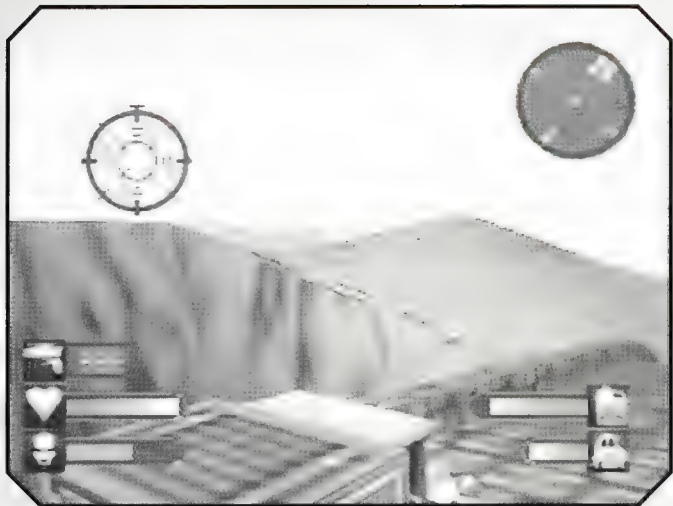


When you jump into a plane, accelerate with A and pull back (i.e., down) on the joystick to take off. While airborne, pulling back makes the plane climb and pushing forward (i.e., up) makes it dive. When you want to land, don't dive steeply, or you'll crash the plane!

Make a helicopter climb with the A button and descend with B. To move forward, push up on the joystick to angle the 'copter in that direction; press down to reverse. Left and right pressure on the joystick steers the helicopter in those directions.

You can still use Adam's weapons while controlling a vehicle, although the angle of fire can be limited due to the vehicle's cab. A gun sight marks the weapon's aim, but isn't under your control because the joystick is being used to steer the vehicle. Manual targeting is still available via the R Shoulder button. However, you can't steer at the same time; you can only use the A and B buttons, and the vehicle can't change direction while you're using manual targeting.





Military vehicles have their own weapons, which you fire using the Z trigger button, as normal. It's mostly tank-like craft that have built-in weapons, and they pack quite a punch, as you would expect! If you want to kill big aliens or lots of them, tanks do the job in double-quick time.

Tank vehicles also can take the most punishment. Their armor is thicker, so the relevant gauge—one of two that appears at the bottom-right of the screen when you get inside a vehicle—only reduces by a fraction when hit. Everyday civilian vehicles like cars and boats can only take a few hits before their armor gauge hits the bottom and they blow up, leaving Adam to continue on foot. Adam is not damaged by vehicles exploding.

MANAGING FUEL

Another time when you must leave a vehicle is when you run out of fuel. Different vehicles use fuel at different rates. You can travel across long sections of the map in some but only get to the end of the current path in others, and they don't necessarily have a full tank to begin with.

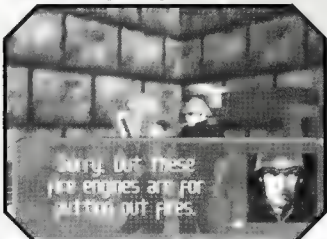
If your vehicle runs out of gas, get out in the usual way—that is, press C(↓). You can change the side that Adam gets out by pushing the joystick left or right at the same time. Now you can find another vehicle or investigate buildings to find a fuel container.

When you're carrying fuel, it appears in the Weapons section of your inventory. To use it, get into a vehicle, press Start to call up the pause window and choose the fuel icon to transfer it to the vehicle's gas tank.

You can change the viewpoint using C(↑), and rotate it with C(←) and C(→). You cannot reset the angle, because C(↓) exits the vehicle. Finally, if you return to the Alpha Command time travel capsule and access the monitor to the left of Commander Daisy's chair (in the far left corner), you can restore all the vehicles to their starting positions. This is useful if you want a vehicle that's been destroyed by aliens, crash-landed, or lost underwater.

BUILDINGS

Although getting around and killing aliens is vital, you can't complete your missions without entering buildings. Inside them you find items to collect and use elsewhere, people and books that give clues, levers to pull, new weapons, and health and fuel power-ups.



To enter a building, simply walk up to the door and press the A button. Walk around, as normal. Some consist of a single room, others have doorways and/or steps leading to other areas.



You have additional sidestep moves when indoors—C(←) to step left, C(→) to sidestep

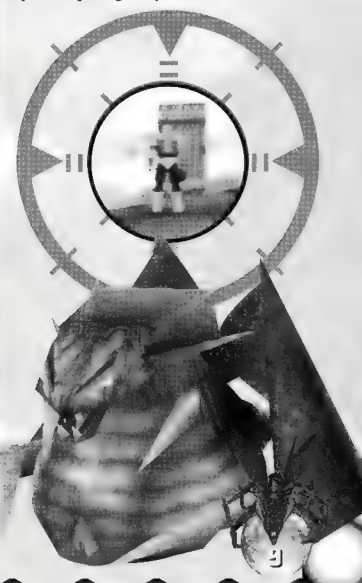
right—that help you get into position to use or collect something. Use C(↑) to get a different viewing angle. You can't use your weapons inside, but because most occupants are friendly humans, this isn't a problem.

Indoors, most actions are performed by standing next to the thing or person you want to interact with and pressing A. When you talk to someone, they make a statement, give you some information, or say something a little insulting if they don't want your attention! You don't say anything specific to them, just press A or B to skip through their words as you read them. After you have performed an action in the room—opened a door or used an object, for example—or something related to what the person said earlier, speaking to that person a second time can reveal new information. Books offer information in a similar way, but re-reading them later doesn't present you with anything new. Take as much time as you need as time outside stops when you're in a building.

You can use A to pick things up directly or search through storage furniture such as chests and filing cabinets. If the room is a little dim, look for lights or lanterns of some kind and press A to illuminate them and the room.

When you find something, it's added to your inventory, weaponry, fuel supply, or health gauge, depending on what the item is. Not all containers have power-ups. If you're lucky, you'll find the mysterious alien artifacts and weapons crystals. If you get all three artifacts from a time zone, you can fight the boss again; collect all the crystals for a hidden alien weapon that can be used in the final battle.

Objects found in buildings are often used in other buildings. Some are applied by Adam, others are required by people you find. Some aren't mobile objects but fixed instruments, levers and handles that help your cause when pulled with the A button. Using objects is the key to completing many mission directives.



INVENTORY AND MAP



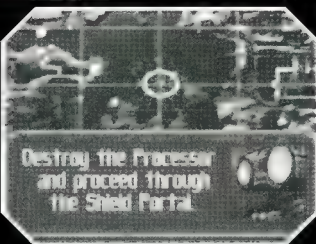
To see what items you have, check your inventory. Pressing the Start button displays your Bio-Armor Menu System's four options, five if you can use fuel. If you use the joystick and A button to choose the rightward-pointing arrow, you return to the game. The upward arrow goes to the quit options—choose the up arrow again to really quit or the right one to resume play. If you can use fuel, an icon appears on the left when you're in a vehicle; choose this to refuel it.



The inventory option is the lower of the four options (it looks like a magnifying glass). At the top of the inventory screen is a status bar. The top line displays the name of the save slot, name of the current level, and your score so far; the bottom line shows the percentage of people harvested and the total time you have been playing *Body Harvest*.

Below the status bar are boxes displaying your weapons and inventory. Highlight one of the boxes, press A, then use left and right on the joystick to scan through the weapons or objects you hold. Looking through your weapons is a cosmetic exercise, since pressing Up and Down on the joystick while in play brings up a list of guns and ammo. Fuel, which needs to be used to fill the gas tanks of empty vehicles you want to drive, is included in the weapons section of the inventory.

Your inventory of objects is a slightly different matter. It doesn't matter what you do with them on this screen, because Adam automatically selects and uses the right object, if he has it—just stand next to where it



needs to be used and press the A button. Looking through your inventory of objects is useful because the close-up view can help you work out what should be used where.

If you find an alien artifact, choose it to see how many you have collected. There are three artifacts for Greece, and the same number for the Java, America and Siberia time zones. If you get all three for a zone, you're allowed to battle its boss again.

The map screen is also accessed via the Bio-Armor Menu System. Highlight the globe icon on the right and press A. You're given a brief view of the map from your current position and direction, then it shifts around to a traditional, "up is north" map. Bob the Robot tells you the current mission directive.

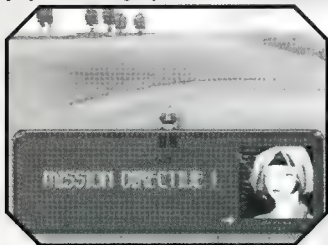
While on the map screen, use the joystick to scroll it around. Places of interest are circled and identified when they're near the center of the screen. Press the L Shoulder button to look at the time zone's stages. Use A to switch back to Adam's perspective and use the C(↑) and C(↓) buttons to zoom in and out.

You can use the R Shoulder button to set a waypoint at your current location (pressing R Shoulder again removes it). When you return to the game (press B), a purple arrow at the top of the screen points in the direction of the waypoint, so you can always find your way back there. Use waypoints to help you return to important places—navigating alien-infested landscapes is vital to your success. Red flashing arrows indicate a harvester wave.



HOW TO TACKLE THE TIME ZONES

When you arrive at a new time zone, explore the surrounding area and you'll soon receive a mission directive. This task often involves entering buildings to find and use objects. Often, there are people inside who give you clues or advice.



Some directives involve reaching a certain place on the map. This can involve clearing a path (using dynamite to eliminate a boulder, for example) or just getting there quickly. To do this, get aboard a vehicle. They vary in speed, maneuverability, fuel consumption, and armor, plus some have their own weapon.

You're sure to encounter aliens on your way to achieve directives. You can rely on automatic targeting or manually aim at them. Stay in a vehicle for protection and to use its weapon, if it has one. New, better hand weapons and their ammo can be found in buildings.

It's vital that you eliminate Harvester waves of aliens as quickly as possible. This is when the aliens gather humans, boosting the bodycount gauge at the bottom-left of the screen. If the gauge fills to the top, your game ends.

Obviously, your game also ends if you die. Most damage comes from alien attacks, but the larger bugs release health power-ups when killed. Don't spend too much time in the water—a blue gauge rapidly depletes when you swim, and you're hurt when it's gone. It's all too easy to drown. Ironically, water can help you; when you examine a barrel in a building, it sometimes restores health. Some containers hold fuel, so you can fill the tank of a greedy vehicle.

Many mission directives later, you destroy a giant alien processor to complete the stage and receive a status beacon that saves your game. You can use beacons at any time to save your game again, store further progress you make, or beam to the Alpha Command time travel capsule or the next beacon, if more than one is active.

After completing a few stages and destroying their processors, you face a boss alien. You have Alpha 1, a hovercraft-like tank, to help you. Kill the boss and you travel through time and space to the next zone.

The first four time zones follow the "directives, processors, boss" format, and then you go to the alien's home world for a big shoot-out!



For full details of objectives and bosses, refer to the relevant walkthrough sections of this book.

FIGHTING THE BUGS

Shooting an alien isn't difficult; it's the fact that they attack in groups that makes them dangerous. It's easy to panic when an army of giant bugs is swarming all around you, but this won't help you clear them away, so try to relax. With a clear head you can choose an opening maneuver and prioritize your targets.

TARGETING METHODS

There are two methods of targeting, of course. The advantage of automatic targeting is that you maintain full mobility, so you can dodge around and move to different parts of the landscape. The disadvantage is that, other than facing in the right direction, you can't choose a target, so if aliens are grouped together you can't aim at one that presents the biggest threat.

Manual targeting gives precise control over your weaponry, but cuts down on maneuverability—you can only roll left or right with C(←) and C(→) if on foot, or move backward and forward in a vehicle. It's always best to attack from a vehicle, as the machine acts like a shield, plus some have heavy artillery.

It's best to use a combination of both types of targeting. Automatic targeting is fine if there are only a few small- to medium-sized aliens to kill. Otherwise, get to a good vantage point so that you can use manual targeting effectively. If you need to spin around on the spot faster, use button A. Note that some aliens are more vulnerable if you attack their back or sides. Position Adam toward the thick of the action, and switch to manual targeting. Prioritize your targets—basically, the most dangerous (and often the largest) enemies first. If a bug is going all-out to kill you, that bug is your priority!

If it gets so dangerous that even rolling from side to side doesn't prevent injury, take your finger off the Right shoulder button to return to automatic targeting, run to a safer position, firing when it's useful to do so, then return to manual. In essence, keep on the move, moving back and forth in the vehicle or rolling left and right when using manual targeting.

DEALING WITH HARVESTER WAVES

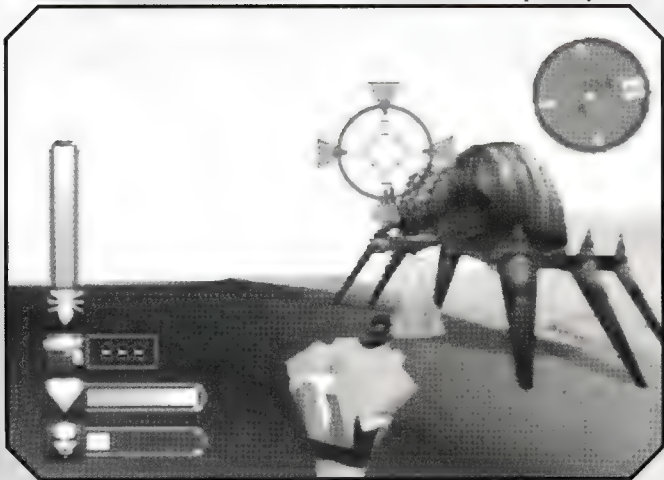
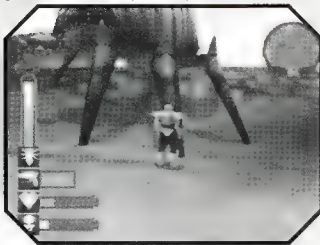
Harvester waves are more troublesome than regular bug skirmishes because you have to defend humans as well as preserve your health. The head of the wave is the Harvester itself, which emits green blobs—Human Capture Units (HCUs)—that catch humans and carry them back to the spider-like creature. The Harvester can also summon reinforcements. All these factors make your priority clear: Target the Harvester first, and go for a head shot.

If you can't find the Harvester, shoot the flying Scout and Warscout while you look, because they identify buildings that contain humans. When they have done so, a Goliath breaks into the building and the humans flee—to be pursued by the

Harvester's HCUs. Drones defend the Harvester and attack humans, so these are the second most important targets and take top priority when they come to their boss's defense.

For every six humans harvested, a Mutant is created. Mutants pack heavy armament and leap into the air, attempting to squash you on the way down. They home in on your location very well, so keeping on the move is essential. Mutants will pursue you until you, or it, is dead.

The alien processors aren't as dangerous as they appear, although a huge health bar means they take a lot of punishment and they too release bugs. Bosses, however, are deadly. You must destroy all of a boss's limbs (and each one has its own big health bar!) before you can damage the main body and kill it. Luckily, you have a hovercraft-like tank, the Alpha 1, to circle the mammoth beast, plus twin cannons to dish out punishment. Collect power-ups to stay alive and try not to lose the tank—on foot you're as good as dead.



BODY HARVEST TIMELINE

SUMMARY OF ALIEN RELATED EVENTS TO DATE....

SEPTEMBER 1887: New Delhi, India. Comet C/1889 M9 discovered by K.V. Bahradwaja. The comet was named "Shesha" after the great snake of Hindu legend, because of its unnaturally long and brilliant tail.

FEBRUARY 1891: Comet's closest approach to Earth

MARCH 1891: Natal Province, Africa. Over 6,000 people, including a battalion of Welsh Guards, vanish in a period of 24 hours. News does not reach the outside world for over three months. No bodies are ever recovered. The British government investigation attributes the deaths to a particularly virulent plague. Predators and scavenging animals are blamed for the lack of bodies.

MAY 1916: Greek Islands. First recorded alien attack. An entire archipelago of islands is isolated from the outside world by an impenetrable blue shield wall. A small troop of British soldiers on a nearby island outside the shield wall send wireless reports back to London for the duration of the attack. More than 12,000 people disappear from the area in 24 hours.

JUNE-SEPTEMBER 1916: Investigations into the attack on Greece continue. Despite the radio reports received during the attack and the many eyewitness reports from those outside the harvesting area, the government's conclusion is that the mass disappearance was caused by "guerrilla activity." All reports that mention "monstrous creatures" or "colossal demons" are discounted.

DECEMBER 1916: Greenwich Observatory, England. Arthur Plunkett, astronomer, proposes the notion that the comet Shesha is artificial due to its unnatural reflective qualities and its several inexplicable "course changes." Plunkett goes on to suggest that the "alien attack" on Greece was related to the appearance of the comet. This theory is savaged by Plunkett's peers and the press worldwide.

MAY 1919: Amazon Basin, Brazil. An archaeological team from MIT, led by Doctor Irvine Wallace, uncover a Mayan tablet showing pictures of giant insect-like creatures surrounding tiny human figures. The text accompanying the picture refers to these creatures as "ancestors."

JULY 1941: Comet Shesha returns to Earth.

AUGUST 1941: Java. Attack launched on Java. Several US military bases in the area are equipped with heavy weaponry and are prepared to defend themselves. No communication is received from the bases during the attack. When the shield walls disappear, the entire island is devoid of life. The military bases are destroyed. The US government declares the attack an "act of war." The entire island is declared an exclusion zone.

1942-1945: Europe/Pacific. Conflict between countries continues.

JULY 1947: New Mexico, United States. A news report states that an alien "flying disk" has crash-landed within the US. The US government denies the report.

NOVEMBER 1958: Washington DC, United States. A government committee set up to investigate the attacks in 1916 and 1941 conclude that Earth is under sporadic attack from a predatory alien race who are harvesting mankind for food. This information is not made public, nor shared with other countries.

MARCH 1960: Long Island, United States. Covert research by the US military on unsuspecting US citizens reveals that alien genetic material, recovered in Java in 1941, has surprising similarities to human DNA.

OCTOBER 1965-MARCH 1966: United States of America. Anticipating the return of the comet, mobilization begins of the entire US military. Disguised as United Nations/NATO maneuvers, troops move into position around major US cities.

JULY 2, 1966: Springville, United States. An alien attack materializes around the small Midwestern town of Springville (population: 120,000). The military bases near the town are also surrounded. National Guard troops rush to the scene but are unable to penetrate the alien shield walls. 120,000 people are harvested in under two days. For the first time in history, the alien invaders are captured on film. The footage of the attack is broadcast on national TV the same day. When the shield walls disappear, no survivors are found.

JULY 3, 1966: Chicago, San Diego, Boston, and Atlanta, United States. Three more alien attacks appear at dawn on July 3 at four major cities within the continental United States. Those outside the barriers can only watch in horror as the aliens hunt down and devour every living soul. Conventional weapons prove futile in destroying the barriers. A presidential order is signed allowing a tactical nuclear strike to be launched. The nuclear strike fails.

JULY 4, 1966: Los Angeles, New York, Washington DC, Miami, San Francisco, Houston, Las Vegas, and Seattle, United States. The aliens attack eight cities simultaneously. Over 30 million people die. The military units stationed within each city are unable to prevent the attack.

JULY 5, 1966: United States. The aliens attack 16 cities around the United States. The attacks last less than 12 hours. Thirty-two cities and towns are attacked in under six hours. At the height of the invasion, more than 75% of the United States is being attacked simultaneously. The entire government is wiped out, all communications are destroyed, the country is devastated.

JULY 7, 1966: Zurich, Switzerland. A hastily convened United Nations passes Resolution 176, pledging each member country will share its knowledge of these alien invaders and co-operate in identifying measures to stop the attacks.

SEPTEMBER 1966: Cairo, Egypt. The Egyptian government reveals that a chamber within the great pyramid of Giza shows a scene depicting huge creatures attacking humans. The carving dates back to 2500 BC.

MARCH 1970: Moscow, Russia. Satellite tracking and telemetry show that comet Shesha is capable of course correction and, unlike every other comet ever discovered, is composed mainly of metallic alloys. Its approach to Earth and



previous attack patterns suggest that the aliens have only four days to launch attacks against Earth, before the comet sweeps away from Earth once more. Predictions place the next attack in the year 1991. Where the attack will take place is unknown.

OCTOBER 1977: Vatican City. In an unprecedented move, the Vatican reveals that fragmented records from the Dead Sea Scrolls, the Apocrypha, and other ancient writings suggest that the alien race may have been present on Earth from the beginning of the human race.

JANUARY 1980: Zurich, Switzerland. A global government is appointed by every member country of the UN. Its role is to protect the human race from the alien invaders and ensure survival of the species. The Communist-controlled Russian government is alone in isolating itself from the "United World Government."

MARCH 1980: Novoscale, USSR. The Russians begin to build and stockpile huge quantities of Weapons of Mass Destruction (WMD). Research into energy weapons and armored vehicles is also stepped up.

APRIL 1985: Zurich, Switzerland. The United World Government imposes worldwide martial law. Conscription is introduced in all countries. Plans for the defense of major cities are drawn up. The plans call for outlying areas and islands to be abandoned in the event of an alien attack. Australia, New Zealand, and Indonesia immediately withdraw from the World Government. Canada and Alaska (the only remaining populated state of the former USA) elect to stay within the UWG but start to retain the majority of their conscripts within their national boundaries.

OCTOBER 1987: Machrahanish, United Kingdom. Researchers working with samples of alien tissue find evidence that certain types of alien can produce compounds that act directly on human DNA, promoting massive and rapid growth.

DECEMBER 1987: Siberia, USSR. Experiments carried out on the remains of a mammoth, frozen beneath the polar ice, shows evidence of alien genetic tampering. Further research shows that several types of dinosaur also show evidence of having been exposed to genetic manipulation.

MARCH 1988: French Guiana. The first of four rockets, carrying component parts of "Station Omega," a high-tech research station, is launched.

DECEMBER 1988: Station Omega becomes operational. Initial experiments using the alien DNA to increase healing and tolerance to pain in human subjects show promising results.

APRIL 1990: Comet Shesha approaching Earth once more. Massive mobilization of all troops begins across the former land masses of Europe/Africa and Asia. Fortifications around each area are strengthened and evacuation plans finalized.

NOVEMBER 1990: An elite force of soldiers is chosen to receive the initial injections of the genetic modifier. The results are mixed. Many soldiers die instantly, several undergo psychotic episodes and kill others around them, or themselves. Those that survive show increased muscle mass, higher brain wave activity, rapid healing, and incredible stamina.

JANUARY 25, 1991: Several months before it was considered possible, an alien attack is launched on the USSR. Massive transmitters within the Soviet Republic are used to inform the UWG of the aliens' progress. Defenses prove inadequate in the face of the most concentrated and aggressive attack yet seen. The Russian military is unable to halt the progress of the aliens. The United World Government immediately orders a consolidation of forces on the central plains of China. Mobile Infantry, armor, air support, and Weapons of Mass Destruction are deployed. In less than 20 hours, all contact is lost with the Soviet Union. Satellite reconnaissance shows almost total destruction. Based on this evidence, no rescue missions are ordered. Satellite imaging also shows a colossal biomechanical "machine" west of the small town of Zhivago. This unit materialized a few seconds before the shield walls appeared. This would appear to indicate it somehow controls or generates the shields.

JANUARY 26, 1991: The Southern Pacific territories, Australia, New Zealand, Indonesia, and the Philippines are all decimated in under 12 hours. Defenses are overrun almost immediately. South Eastern Europe—Spain, Portugal, Italy, and Northern Africa—are also attacked. Losses are total. Not one defense force reports a victory. Intelligence reports show that while individual aliens can be killed, more aliens are continually beamed into an area. Alien behavior indicates that not only do the aliens possess a telepathic ability, but they operate in a strict hierarchy.

JANUARY 27, 1991: The Canadian/Alaskan alliance, Europe, and Africa are attacked. The aliens launch 512 simultaneous attacks throughout the world. Over one third of the world's remaining population, nearly two billion men, women and children, die.

JANUARY 28, 1991: The battle of the plains. The bulk of the world's military forces are grouped on the central plains of China. Giant concrete bunkers have been built to hold several hundred thousand civilian families and the troops are ordered to defend them to the last man. Just before dawn, the sky darkens as the first alien attack wave materializes. In less than two minutes, over 2,000 alien waves beam into the 10-mile square defensive perimeter established by the defenders. The battle for Earth lasts less than six hours. Before noon, the vast majority of Earth military is dead. The aliens, using the attack as a diversion, have also cleared out the tunnels and bunkers below ground. While the military has grown steadily weaker, their numbers depleted, the aliens have been growing in numbers, more and more warriors appearing as the massive quantities of human flesh fuel the alien genetic factories. The final few thousand soldiers regroup and prepare

for a last, futile stand against overwhelming numbers. The research and surveillance satellite, Station Omega, requests a small band of soldiers to rendezvous with the satellite for a new briefing. Adam Drake, one of the few remaining genetically modified soldiers, is chosen for the mission. He, along with Daisy Hernandez, the only surviving pilot in the space command, leave the battleground just as the aliens launch their last, most ferocious attack. Nearly two million aliens attack a force consisting of only several hundred humans. The battle is over in seconds.

The last people on Earth are the wounded, who can only wait in terror for the jaws of the alien *Body Harvest*.





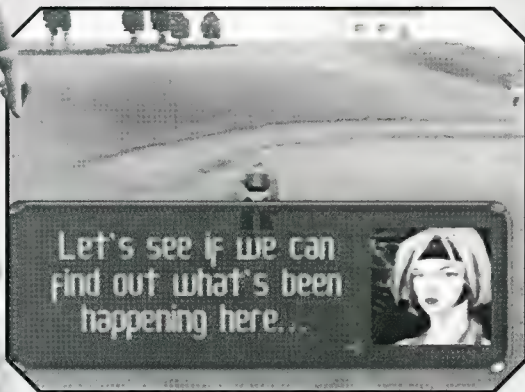
GREECE

1916

This is where your quest to save Earth begins. The year is 1916 and you are in Greece, where an army of mutant bugs has already set up base!

Things aren't too difficult, however, because the aliens are relatively weak in this early time zone. This chapter is a walkthrough of the entire zone, complete with tips for all major tasks, details on the vehicles at your disposal, and descriptions of sub-tasks you must perform to complete the mission. We include a map of the entire world so you can see where you're going at a glance. Now let's get to it!

STAGE ONE

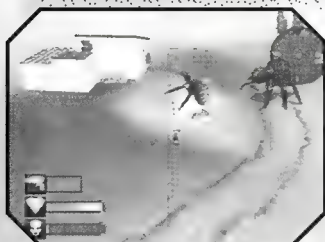


From the start point, your first job is to find the nearby village and check out what the heck is going on! Tap the Start button and call up the map screen. You are instructed to head to the mainland. Exit the map and head northwest, following the road.

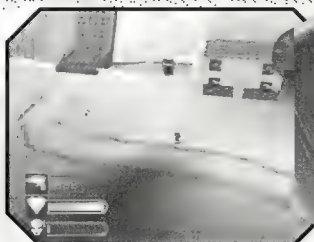
Before long, you receive a message from your commander, Daisy. She has detected a huge energy surge nearby, which means you're about to get your first taste of real action. Grab your pistol and get ready.

You don't have to wait: As soon as the message transmission has come through, three giant bugs appear in front of you. You can jump into the Nico's Supplies blue van to avoid damage. Two bugs are huge, spider-like creatures, the other is an airborne alien.

Once you start attacking a Harvester, it and its defending aliens will all attack you at once. If you are on foot it is best to take out the aliens in the sky first.

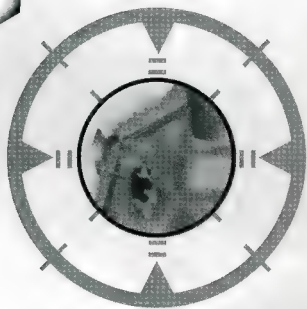


With this done, grab the energy power-up and head into the house next to the drawbridge, which is currently raised. Talk to the guy who's hiding inside the building. He tells you that to reach the mainland, you must lower the drawbridge.



Finish talking to the man and activate the lever behind him to perform this task. Leave the house. You can jump into either vehicle, although the Grimly Transporter should have more health. Drive over the bridge and you receive another communication from Daisy and a new directive.





You are now on the first island and your new directive is to investigate the area along the current road. First you'll have to waste a small group of attacking aliens. A few well-timed pistol shots should do the trick. If you turn right after

the bridge you will come to a house with a yellow Singer car parked outside. This is very fast. You can also visit the nearby chapel for information.

Now follow the road until you reach a small fire station, inside is health and fuel. The two fire engines outside are locked at this point, so don't investigate further. Instead, continue along the road.

GRIMLY TRANSPORTER

WEAPON:

NONE

SPEED:

2/5

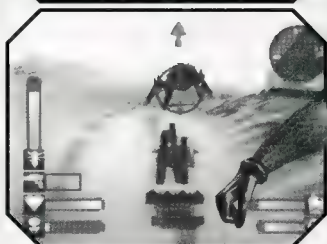
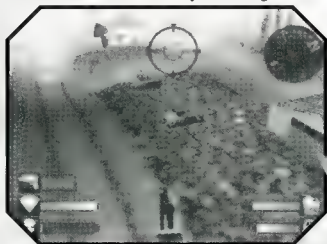
DAMAGE:

3/5

FUEL:

4/5

This basic truck has no weapons, so you must use the pistol while driving. The Grimly Transporter isn't very fast, but it can withstand quite a beating. It is uncontrollable while you are in it, so you won't have to worry about it falling. It's a solid vehicle to use at the beginning of your run.

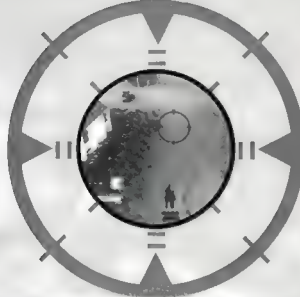


INCOMING
TRANSMISSION...

If you can find a vehicle that has its own weapons they will be unlimited. You can save your own special weapons for later battles.



You encounter a large wave of aliens—try aiming your guns by steering in the aliens' direction. As before, use skillful pistol attacks and clever vehicle handling to destroy them in no time. From the fire station, go north (use the compass if you get confused) to find a small car. This is the SR Shadow. Jump in and go for a spin—you'll immediately notice that this baby moves pretty quickly, so it's perfect for exploring and quickly getting into the action.

**WEAPON:**

NONE

SPEED:

4/5

DAMAGE:

2/5

FUEL:

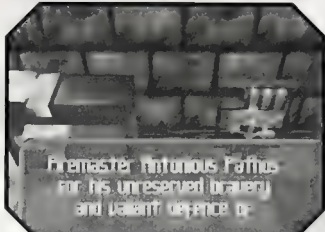
4/5

SR SHADOW

This small car is one of the fastest on this first world; it's perfect for getting around quickly. This makes it great for escaping alien attacks or speeding to a village that's under attack. The SR Shadow's downfall is that it can't take much damage: four or five direct hits can put you in trouble! Other than this, the Shadow is a great vehicle to get around in. Just don't use it while attacking the bigger bugs, as its weak body and lack of a weapon will prove a major hassle!



Now return to the fire station. There's a small house to the right where an old woman will talk with you. Approach the fire station and find the door on the east-facing wall. Walk in and talk with the fireman. He says you cannot have a fire engine unless there's an emergency—apparently, an alien race taking over Earth doesn't qualify!



Before you leave the fire station, walk over to the water barrels on the left. Barrels usually hold health or fuel, so they're well worth checking. Examining the bookcase on the far wall reveals some useful information.

Go back outside and jump into the SR Shadow. Head northwest along the main road until you're attacked by a group of aliens. Kill them. You should now notice a huge boulder to the right of the road.



Before you can do anything about the boulder, Daisy is on the communicator with a related mission directive. She says that the boulder is blocking the only entrance to a new section of the world and must be destroyed. However, there's a tunnel at the end of your current road, so keep following it and ignore the boulder for now.

As you travel along you're attacked by three bugs, so dispatch them with your trusty pistol. Continue along this road until you reach the tunnel entrance, then jump out of the car and enter.

This cave is dimly-lit. On the walls are torches that you can light if you want to see your surroundings a little better, but this isn't necessary. Go to the back of the room and find a chest. Open it and take the dynamite inside.

..INCOMING TRANSMISSION

The cross-hairs automatically target the nearest alien, so you don't have to worry about picking them out—just fire!



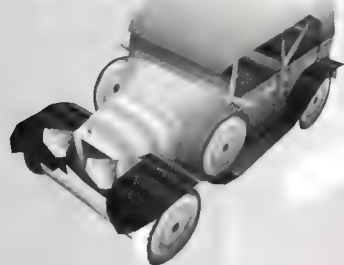
Read the stone tablet to the left of the dynamite chest. There's a lever on the right wall that leads to a secret room with a machine gun and health inside! Now return to the car.

When you exit the cave you get a new mission directive: You must gain access to the Red Mountain area, which is to the north of your current location. Jump into the SR Shadow and retrace your path to the boulder that blocks the road.



Leave the car a safe distance from the boulder. Walk to the boulder and select the dynamite from your inventory. Set it at the base of the rock and beat a hasty retreat! The explosion totally destroys the boulder—if you had parked the car too close, it would have gone up in smoke, too!

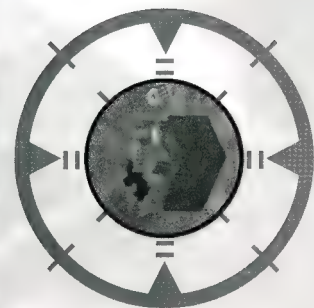
With the path clear, drive into the newly accessible area and receive your next mission directive: You must locate the source of a distress signal coming from this area. As you drive down this canyon-like section you're attacked by two large bugs and a few smaller ones. Use the machine gun or some dynamite to take them out.





After you've killed this group of bugs, you'll notice that the path splits in two. The left-hand path leads to a village, but first you should go right. Explore the surrounding area while there are no aliens to get in the way. You will find a mineshaft that contains plenty of ammo and the first weapon crystal! Enter the house down this road when you have explored all the other areas.

Inside you find an old man sitting in an



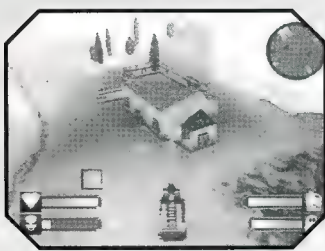
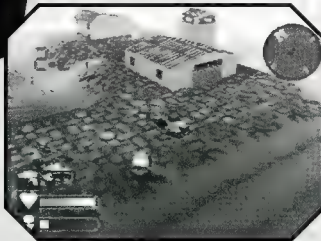
armchair. This is General Mackenzie, the owner of the hangar in the nearby village. He says that you can have the key to the hangar, if you can find it. Walk through the door to the right and into the bedroom, where you find a chest of drawers. The key is inside.

Exit the house and jump back into the SR Shadow. You receive a new directive, so check this out on the map. Return to the fork in the road and this time head left. Your new mission is to investigate a huge power surge detected in the suburbs of Pollstura.

First head back to the fire station area, then use the bridge to the south to gain access to Pollstura. A Harvester wave of aliens is attacking the humans! Take 'em out as quickly as possible! It's best to use the Bull Dog in the south-west corner of the village.



At this point you receive another mission: some buildings were set on fire by the alien attack and you must help extinguish the flames. Return to the fire station, a quick way is to use the nearby motorbike to jump the chasm. Leap in an engine when you get to the station, and head back to put out the fires! Doing this not only completes the directive, but also



saves lots of lives, which means your body count meter won't rise much.

You must access a hangar for the next directive. It's the one owned by General Mackenzie, so you already have the key. Use your map and compass to guide you to this large building, and slay any bugs you find on the way. You can also visit the village in the north-west at this point where you'll find your first Alien Artifact. It's well hidden!

Open the hangar to find a Panzer tank! This amazing piece of machinery is just the thing for destroying bugs in a hurry—you can even crush them under the vehicle's tracks!

PANZER TANK

WEAPON:

MACHINE GUN

SPEED:

2/5

DAMAGE:

5/5

FUEL:

4/5

This is the first piece of heavy artillery in the game. The Panzer certainly lives up to expectations: It's strong, powerful, and has a built-in machine gun! The Panzer has a huge damage threshold, making it great for attacking large bugs. On the downside, the tank is slow and grumbles gas, but it's a small price to pay for such destructive capability.

If your Panzer tank gets destroyed, you can return to the hangar to get another one. There's an unlimited supply!





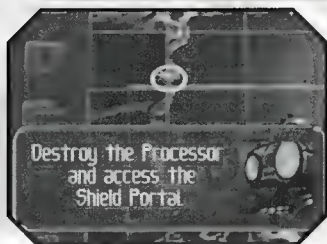
...INCOMING
TRANSMISSION...



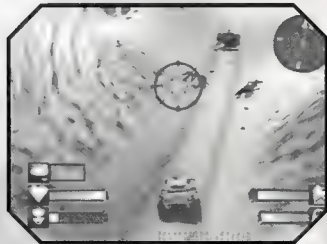
If you reach a large blue wall, this is an alien forcefield erected to stop the humans escaping—you'll have to go around!

Because you're in command of the Panzer, this battle is a piece of cake. Simply move into machine gun range and sit there, attacking the giant bug with everything you've got; the tank is so well armored that the enemy will run out of energy way before you do. An alternative strategy is to sit side-on to the processor and drive backward and forward (A+B) while firing to avoid its photon torpedoes. When you destroy the processor, you receive a congratulations message, 10,000 points bonus, and a save position, which comes in the form of a status beacon sent by Daisy. To save the game approach the beacon and press A.

With your game saved, jump back into the tank and head directly south, where you'll find a small hole in the energy shield that surrounds the area. Drive through and be ready for the second stage of this time zone!



After finding the tank, you receive a new mission directive. This time you are told to destroy the processor and access the shield portal to the south. Use the map to pinpoint the location, then use a waypoint to help you find it.



As you move along the road toward the processor, you're attacked by groups of aliens. Each group consists of about four bugs, and with the tank you can deal with them in no time. Just keep moving; the faster you are, the fewer human lives are lost.

As you approach the processor, you must smash through a group of trees. This is easily done in a tank. Now the battle with the first boss character begins! You must destroy the giant processor, which takes the form of a mother alien.



STAGE TWO



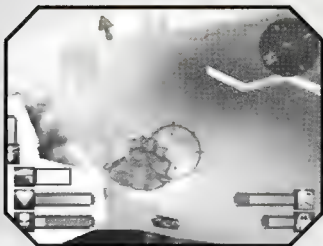
...INCOMING
TRANSMISSION...

Make sure you don't
drive vehicles into the
sea as this renders them
completely useless.



As soon as you walk through the shield portal you receive another communication from Daisy. She tells you that on the other side of the bridge ahead there's a monastery where important information can be found. If you're quick you can enter the monastery before you receive the next warning: A Harvester wave of aliens is attacking a nearby village. If you weren't quick enough, a red arrow indicates the direction of this attack. You should now stop the attack and then go to the monastery.



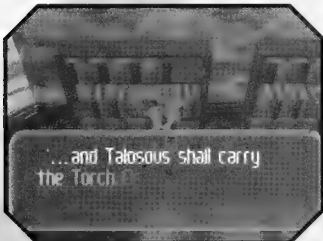


Follow the road until you reach a bridge, where you find another SR Shadow. Jump in and follow the arrow until you reach the Harvester aliens. Take them out as quickly as you can and you'll save as many human lives as possible.



Now head back up to the monastery and enter the main door. Inside you meet a monk who tells you that you may find some answers in the library, so exit this main area, go to the right side wall of the monastery, and go inside the library.

Examine all the bookshelves to learn about the Sun Shield and other useful information. When you're done, drive down into the village. If you head south you come across a new vehicle that looks very similar to the SR Shadow you're driving, but this yellow car is called a Saloon.



Opposite the car is a small building. Enter this and check the two barrels on the right-hand wall to reveal fuel and health power-ups. Exit the house and walk a little further south, where you find another new vehicle parked outside a white building with a black roof. This is the Bull Dog—basically a fast-moving tank!

Jump in and bring up the map. You should be able to highlight a section of the map that indicates the "Summit of Light," where you should be heading now. Blast any bugs en route and enter the cave.

SALOON

WEAPON:

NONE

SPEED:

4/5

DAMAGE:

2/5

FUEL:

4/5

In terms of statistics, this car is almost identical to the SR Shadow. The only real difference is that the Saloon is yellow. It's fast and good on fuel, but has no weapon and cannot take huge amounts of damage. It's a perfect reconnaissance vehicle.



BULL DOG

WEAPON:

MACHINE GUN

SPEED:

3/5

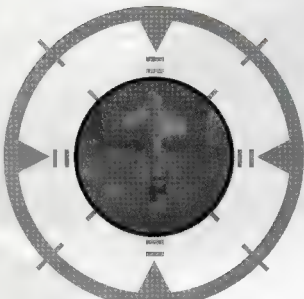
DAMAGE:

4/5

FUEL:

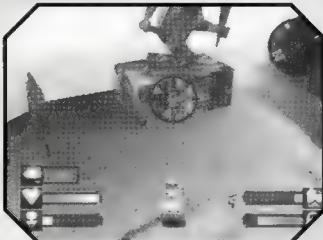
4/5

The Bull Dog is similar to a regular tank in that it has a fitted machine gun and can sustain huge amounts of damage. This makes it great for taking on large groups of bugs. The Bull Dog is slightly faster than a tank because of its reduced size, but this also means it cannot take quite as much damage. The Bull Dog is one of the best all-around vehicles in the game.



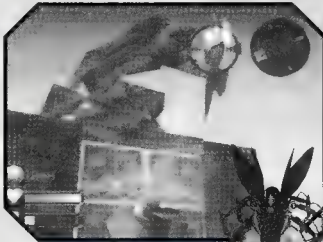
Inside the cave, light a few torches so you can see what's going on. Walk up to the statue on the far wall and grab the Shield of Light. This is the key to crossing the southern land mass indicated on your map as the mission directive. It can also be used as a weapon.

You can select the Shield of Light in the same way as any other weapon. The sun light beamed from the shield is extremely powerful, has virtually unlimited range, and never runs out of ammunition! These factors make the Shield of Light the most effective weapon in the Greece time zone.



Now exit the cave, jump back into the Bull Dog, and head for the southern land mass. Use the map and a waypoint if necessary. As you approach this point of the map you see a huge stone statue of a man holding a torch. Get out of the Bull Dog, arm the Shield of Light, and aim it so the light hits the statue's torch. This sets it alight and opens the doors below.

When you exit the cave on the other side of the river, you're attacked by bugs. Use the Shield of Light to destroy them before checking your map for the new mission directive. Daisy tells you that boats are detected in this area and the exact point is marked on the map.

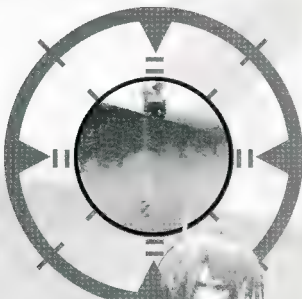


...INCOMING
TRANSMISSION...



The vehicles provide protection from alien fire—if the vehicle you are travelling in gets blown up, Adam doesn't lose any energy.

Go south into what's left of the village, where you find a new vehicle. The Mk.I Crocodile is a large, amazingly powerful tank. Jump into it and follow the red arrow that should have appeared on screen—it indicates where a Harvest wave is attacking humans!



Mk.I CROCODILE

WEAPON:

SHELL LAUNCHER, SINGLE CANNON

SPEED:

2/5

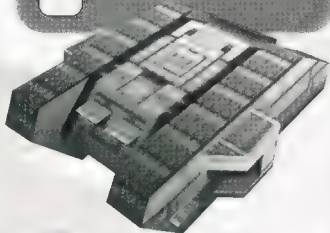
DAMAGE:

5/5

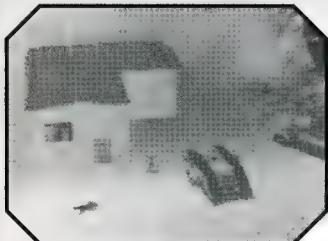
FUEL:

5/5

The Croc Mk.I is a powerful, but very slow, tank similar to the Panzer you found earlier. The big difference between the two is that the Crocodile has a single cannon fitted instead of the standard machine gun. Speed is limited and gas is used pretty quickly, but the brute force of this vehicle makes it unbeatable for ridding the land of aliens!



When you arrive at the attack site, massacre the bugs with the Crocodile Mk.I. This should be easy, as its firepower vastly outweighs that of the aliens!



With the bugs destroyed, head west until you find a white building marked with a Greek flag. Speak to the soldier inside, who tells you that he sent his men to destroy a blockage near the windmill, but they never returned. He says that you should take the Howitzer outside and the shells from the chest in this room to eliminate the blockage yourself.

WEAPON:

LONG RANGE SHELL LAUNCHER

SPEED:

2/5

DAMAGE:

5/5

FUEL:

4/5

HOWITZER

The Howitzer has limited use as its long-range cannon makes it ineffective at fighting aliens at close quarters—the shells simply fly over the target and land harmlessly in the distance. However, the Howitzer has one major use: It can launch shells across the water to destroy the blockage in the road that leads to the windmill!



NICO'S SUPPLIES

WEAPON:

NONE

SPEED:

3/5

DAMAGE:

2/5

FUEL:

3/5

This truck can be found at a number of locations. It is useful when you are looking for a more effective vehicle for your task.

Nico's truck is average in every way. It can take a bit of damage, it's pretty good on fuel, and is quite fast. The lack of firepower means you have to use your



FIRE ENGINE

WEAPON:

WATER HOSE

SPEED:

2/5

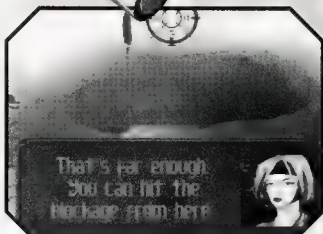
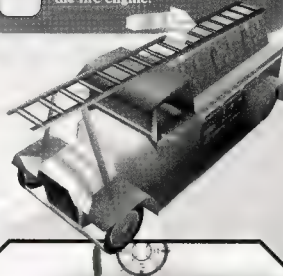
DAMAGE:

3/5

FUEL:

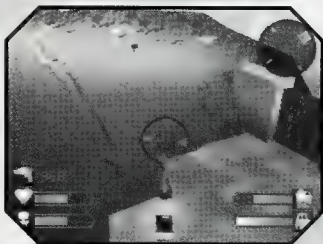
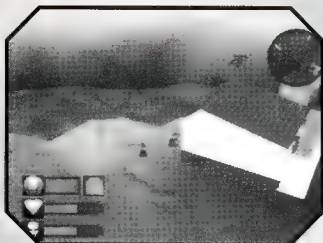
2/5

You cannot even access this vehicle until a fire starts. For an emergency vehicle, the fire engine is relatively slow, so it isn't good for getting around the terrain. On the plus side, it can take plenty of damage and that huge water cannon on top is perfect for putting out fires! Make sure you take out as many bugs as possible before using the fire engine.



Leave the house, jump into the Howitzer, and follow the road east. Before long you reach what seems like a dead-end. At this point Daisy appears and tells you that you shouldn't go any further in the Howitzer, but the range of the gun is enough to fire shells across the water to take out the blockages on the other side. Use the manual gun sight to line up your shots and destroy the blockages; there are two, so fire two shells. Be careful not to lose the Howitzer in the water below. If you want to be safe, take the vehicle all the way around.

With the blockage gone, leave the Howitzer and head north and then northwest along the shore on foot. You soon arrive at a dam. Enter the nearby building. Speak to the operator, who tells you that he cannot open the water gate until he can fix the machinery. To do this he needs a new cog. The gate lets you pass into the



main sea section of the zone, and the task of getting a cog is your next mission directive.

Before leaving the house, check all the barrels for pick-ups. Outside, go south to find a boat. Jump in and cross to the other side of the river. Walk into the nearby village and use the Shield of Light to zap the attacking aliens. Jump into the Grimly Transporter and use your map to find the road that leads up the hill to Mikatos Windmill.

RILEY 150 MOTORBIKE

WEAPON:

NONE

SPEED:

5/5

DAMAGE:

1/5

FUEL:

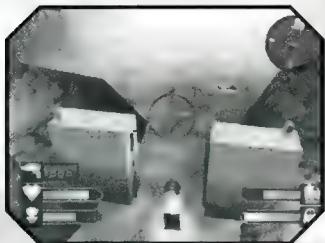
5/5

The Riley 150 is the only two-wheeled vehicle in Greece and it's easily the fastest machine available. You can negotiate terrain at amazing speed while on this bike getting to even the most critical situations is a cinch! On the downside, the Riley can only take a small amount of damage before blowing up, so be very careful when using it to attack bugs. This is the best reconnaissance vehicle, but shouldn't be used for any other task.



Because you have already removed the blockage, you'll have no problems reaching the windmill. Get out of the truck and go inside the mill to talk to the miller, he won't be very helpful and won't give you the cog. Return to the operator and talk with him again, then head back to the windmill. Now use the Shield of Light to destroy the windmill's sails; putting the windmill out of action, the miller will reluctantly give you what you need.

Now take the Grimly Transporter and head back to the boat, cross the river, and give the cog to the guy in the Watergate building. He'll tell you that you can now pass through, so jump back into your boat and go through into the main section of the sea.



You receive a new mission directive: Take the boat and head for the processor installation on a nearby island. On the way you can visit a smuggler's hideout where you can obtain the second Alien Artifact and second weapon crystal. If you check the map you'll see the processor location circled. Take the boat to this island.

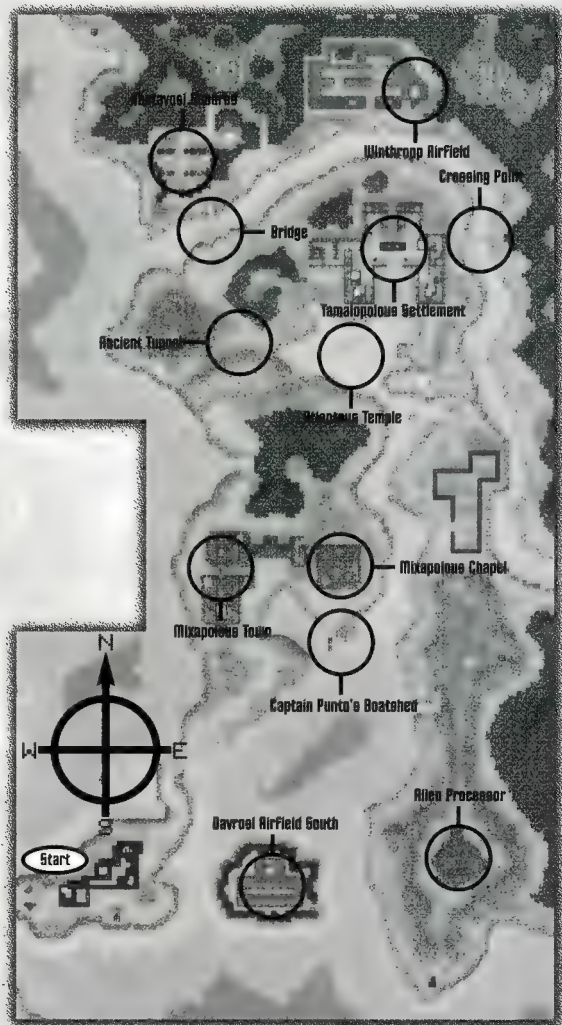


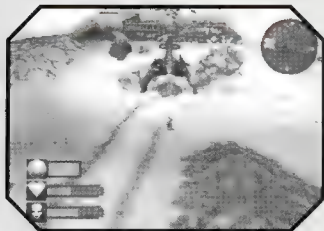
You must destroy the processor that takes the form of a huge alien. The Shield of Light is the most effective weapon for this task, as it allows you to attack constantly from a safe distance. First blast away at the smaller bugs that surround the processor. Then, when the coast is clear, aim your fire at the giant bug. Repeat this sequence and you'll complete the second stage—congratulations!

As before, Daisy sends you a status beacon to save your progress. You can either use the boat you used to access the island or a new one you'll find to the north. Navigate to the shield portal (it's to the south). Once you go through the portal, you're given a new mission directive—it's time to start the third stage of the Greece time zone.



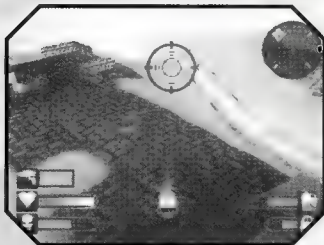
STAGE THREE



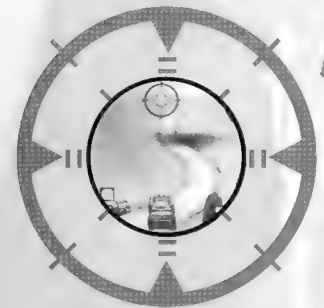


Daisy's first message is not a good one; she tells you that this section is crawling with bugs and that you'll have to be on your guard at all times! Grab the trusty Shield of Light and get ready to kick some butt.

Walk right ahead and you'll be attacked by a huge bug. Blast it and continue to walk into the village. There are about 15 aliens attacking this area, so work your way around, destroying them as you go. Be quick—speed means fewer human casualties!

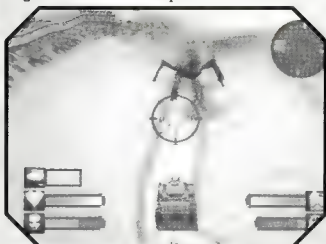


On the far side of the village is an SR Shadow; jump into this and look at your map. You're told that you must get to the bridge to access the next processor. Plot a route and make a note of the direction you wish to take. You're attacked by several waves of bugs as you drive to the bridge, so use the pistol when driving, or better still, quickly leap from the vehicle and use the Shield of Light.



On your journey you come across a Panzerkampfwagon tank. Leave the Shadow and take this instead if you have fuel supplies with you. You're warned that a Harvester wave is attacking a village ahead. Reach this village as quickly as possible and stop the attack. Speed is crucial because the human casualties will be mounting up

by this stage, and if this village is destroyed you might not be able to complete the mission!



PANZERKAMPFWAGON

WEAPON:

TWIN CHAIN GUN

SPEED:

3/5

DAMAGE:

5/5

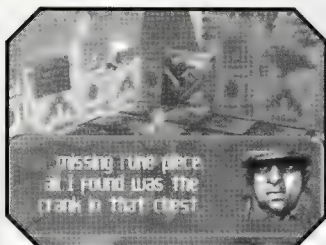
FUEL:

5/5

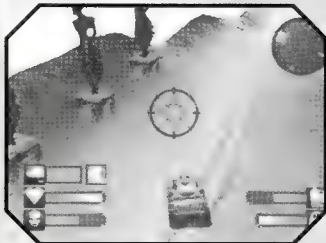


With the village saved visit the chapel for more information and a small house near the bridge highlighted on the map where you'll find the last weapon crystal. Now continue toward the bridge and try to cross it. At this point you're shown a short "cut scene." You see a dark-suited figure destroy the bridge, creating a huge problem. You must now find an alternate way to cross the river; this becomes your next mission directive.

Head south to the boatshed and then go north up the waterway. As you make this journey, you're attacked by fish-like aliens. Take

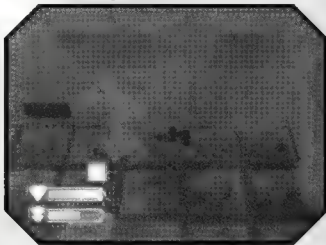


your time and destroy them all; this is much simpler than trying to avoid their attacks. Go over the sunken temple and land beside the three large statues. Make your way up to them. At the base of the first statue is a red door. Enter to find yourself in a series of underground caves. Follow the caves until you find a rack that has a crank mechanism. Sadly you have no crank handle! Make your way to the ancient tunnel on the map, go in and speak to the man sitting inside. He gives you a crank handle he found and tells you to leave him alone! Exit the tunnel and return the way you came until you reach the statues again.



Back inside the statue use the handle to turn the crank, then proceed into the next room and repeat the process. Go outside, where a cut scene shows the statues moving and a sunken temple rising from the sea.

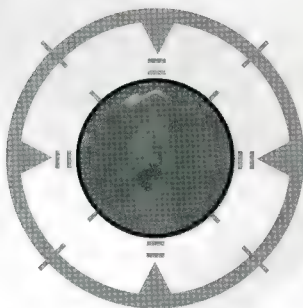
You can now jump back into the boat you left on the shore and return to the temple that has risen. When you reach the temple, jump out of the boat and go inside.



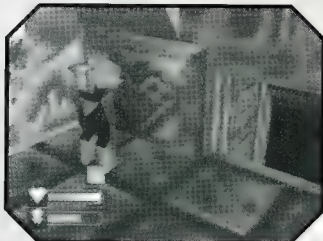
You find a series of small underground rooms. In the first, walk over to the far wall and activate the torch. This opens a door to the left. Go down the stairs into the end room and find three treasure chests on the right-hand wall.



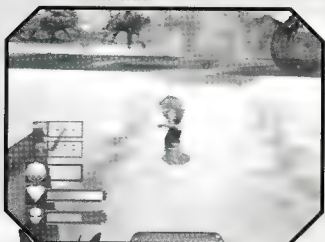
Open the chests and grab the power-ups. Next walk over to the left wall and down another set of stairs.



This is the final chamber. As you came down the stairs you'll have noticed two more unlit torches on the side walls; activate both. The first opens a nearby treasure chest, the second a secret door on the left of the room. Walk into this section and open the treasure chest to find a piece of sacred stone tablet. With this safely in your possession, head back to the surface and jump into the boat. Land beside the

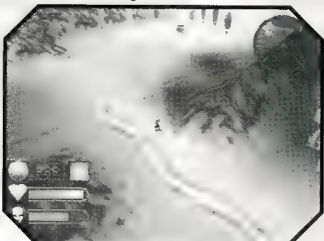


statues again and head to the ancient tunnel once more, where you met the explorer. Use the tablet you've just collected to open the door in the far wall. Go back and talk to the explorer, who tells you that there's an airfield north of your present location. Go through the newly opened door and into the final section of this first time zone.



As you exit the cave on the other side, a huge wave of aliens attacks. Be ready with the Shield of Light—this is the quickest, most effective way of

taking them out. Once the aliens are finished you can search out a small chapel near a bridge. This contains the final alien artifact. Now take a look at your map and get your new mission directive. Aircraft have been detected in this area and you must investigate. The relevant area of the map is circled to make things easier.



Before you can get a grip on this task, you receive a warning from Daisy that a Harvester wave is attacking a local village. It's crucial that you save them. Head north, grab the SR Shadow, and follow the arrow across the bridge and into

BIPLANE

WEAPON:

MACHINE GUN

SPEED:

5/5

DAMAGE:

3/5

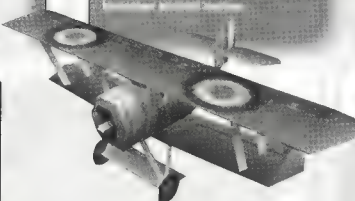
FUEL:

4/5

This is the first airborne craft in *Body Harvest* and it offers a totally new way of attacking the aliens.

The biplane has a machine gun and its speed is second to none. With this vehicle you can fly over the aliens, then attack them at

the biplane can be used to attack the aliens from the air.



the nearby village. Leap out of the car and attack the Harvester bugs with the Shield of Light.

Bring up your map screen and plot your route from your current location to the airfield, which is roughly north of where you are. When you reach the airfield, a short cut scene shows the same black figure who destroyed the bridge, but this time his target is aircraft!

When you're back in control, your next task is to find the large hangar. A bound and gagged



pilot offers to teach you how to fly a plane. Take up his offer and take to the skies in the biplane.

Your task is to destroy the targets dotted around the airfield and then land. Before your training mission can be completed, you receive a warning from Daisy: Airborne aliens are attacking a nearby bridge and if they succeed, it's probably "Game Over!"

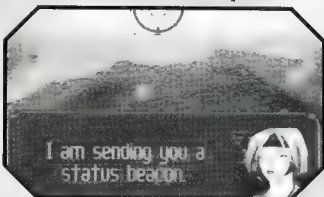
Quickly fly east and circle the bridge, waiting for the aliens to attack. When they do, quickly swoop around and lay waste to them before they attack the bridge. This is the final real challenge of this stage, but it's tricky to fly the plane and attack the aliens at the same time.

With the bridge safe, your next task is to eliminate another Harvester wave. Follow the red arrow; because you're airborne, it won't take long to reach your targets. This Harvester wave is quite large. If you're skillful enough you can take out the entire wave in the plane. This will mean you won't have to revisit the airfield. If you want an easier strategy, land the plane and use the Shield of Light or Tri-Spinner to take the bugs out quickly.

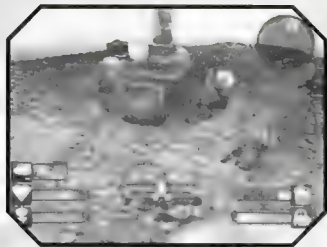
Jump into the SR Shadow that you find in the village you have just saved and check your map screen. Your mission directive is to destroy the final processor and gain access to the final section of the world. Quickly drive back north, toward the airfield.

Get a plane from the hangar and fly south toward the highlighted section of map. As you fly over the island you'll see the huge processor; this should be your main point of attack. Lots of smaller bugs appear around the central processor, but these aren't worth your time. Concentrate on the processor—when this has been destroyed, all the bugs around it die.

Daisy sends you a status beacon to save your position and gives you the final mission directive for Greece: Travel to the middle of the world and destroy the final generator. Getting to the middle of the map is a piece of cake; you can simply fly across. If you destroyed the plane in the battle you'll have to use the boat found on the south shore of the island. Sail west to Davrosi Airfield, where you can get a new plane to take you to the center of the map.

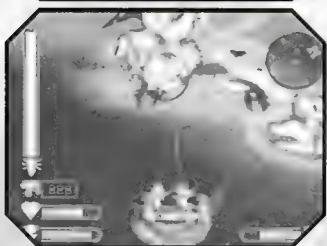


SHIELD GENERATOR



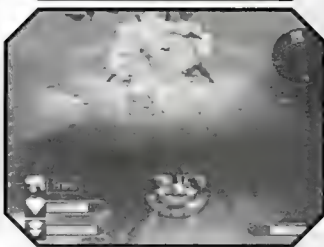
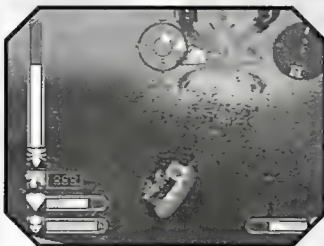
The first part of this encounter is pretty simple. Land the plane and jump into the nearby Bull Dog and use this to attack the processor. First destroy the four gun turrets positioned around the main tower. The Bull Dog's firepower make this an easy task, so just keep blasting.

Next, target the tower itself. Once again, the Bull Dog's attacking power and armor makes this job a cinch. When you have finished off the tower, it vaporizes in a huge explosion. But you're not done yet...



Daisy sends you a new vehicle for the battle with the alien overlord—Leviathan. You're automatically put in control of the Alpha tank, a hovercraft-like vehicle. The controls are difficult to get a grip on because this craft slides all over the place—but you don't have time to get used to it because you're attacked immediately!

The boss is a huge crab-like creature with four pincers, each of which must be destroyed



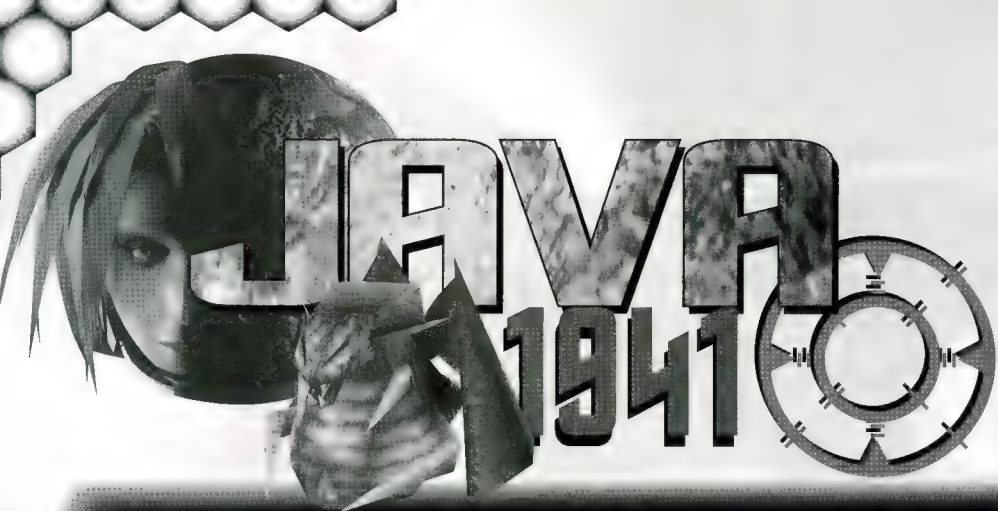
individually before you can go for his weak spot—the head. Use the tank to dodge around the battle area, attacking him as you do so. The craft is fitted with twin machine guns, which

makes this task a little easier, but this is still the toughest part of the game so far.

The trick is to keep moving and grab any power-ups that appear; the health ones will restore some of the damage to the tank and the weapons ones are essential if you're going to kill Leviathan. If you lose the craft, you cannot beat this boss—you are too vulnerable on foot, and even the Shield of Light isn't powerful enough to take out this huge creature quickly.

When you have destroyed all four pincers, focus your fire at the creature's head and drain that energy bar as quickly as you can. It takes about 30 seconds of constant attack to kill this giant bug, but when it goes down, the entire first time zone is complete! Congratulations!





The second time zone is Java. The year is 1941, and by the time you arrive the bugs have already set up a shield generator, so you're thrown straight into the action.

This zone is in a forest setting; rain pours down as you progress and the mist that covers the entire area makes spotting aliens from a distance quite difficult. As with Greece, here's a complete walkthrough, along with information on the available vehicles. Let's get to the action and save Java from an alien invasion!

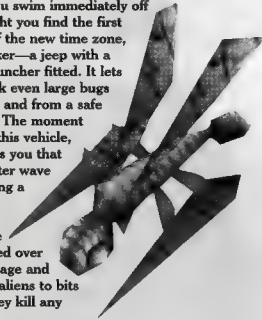


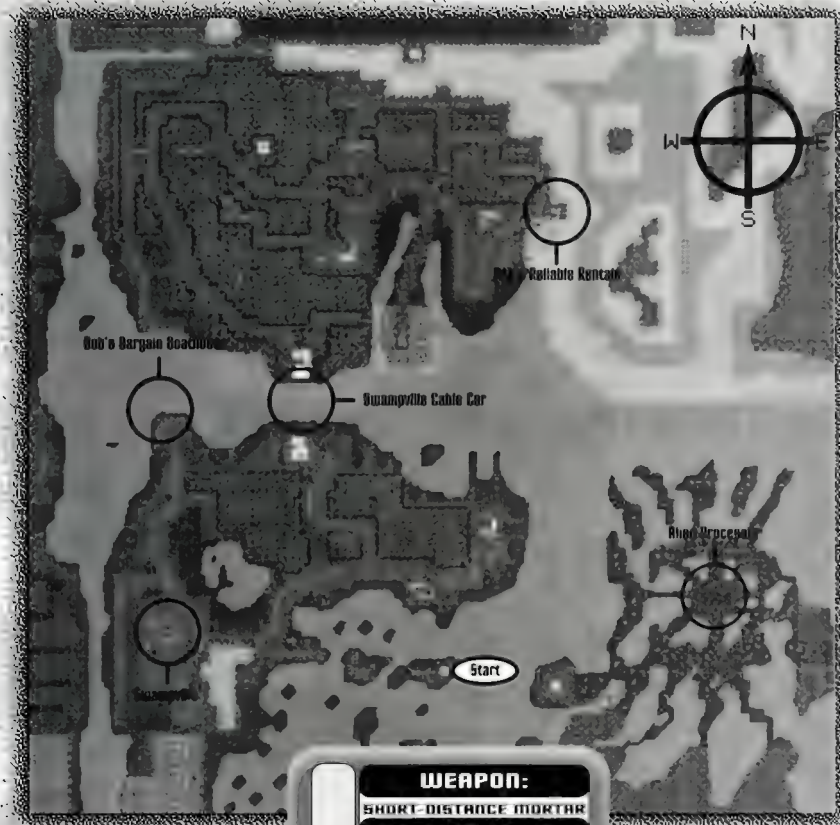
STAGE ONE



Your first task is to head for the northern island. Aliens attack as you cross the first section of water, so use the manual sights on the pistol to take them out quickly. If you swim immediately off

to the right you find the first vehicle of the new time zone, the Trekker—a jeep with a rocket launcher fitted. It lets you attack even large bugs with ease and from a safe distance! The moment you find this vehicle, Daisy tells you that a Harvester wave is attacking a nearby village. Using the jeep, speed over to the village and blast the aliens to bits before they kill any humans.





**INCOMING
TRANSMISSION**



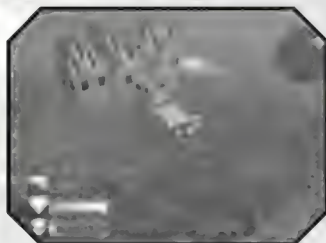
Intelligence estimates that there are over 60 kinds of aliens on the rampage around Earth. There are bound to be many more on the alien homeworld, but no-one has yet survived an encounter with any of the Greater Aliens to report back.

TREKKER

WEAPON:
SHORT-DISTANCE MORTAR
SPEED:
4/5
DAMAGE:
4/5
FUEL:
4/5

The first vehicle in the Java zone.

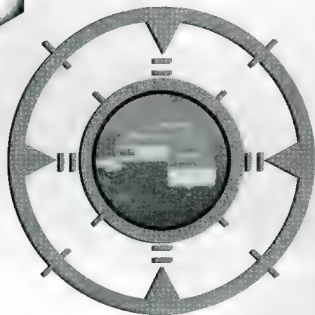
Trekker is an all-terrain jeep fitted with a short-distance mortar. Even the biggest of bugs doesn't stand much of a chance against this weapon! The Trekker is a fast-moving vehicle that is good for racing around the island when you need to get somewhere quickly. It's also pretty robust, which makes it perfect for attacking even large Harvester waves in relative safety and it's ideal for jumping across chasms or fording flooded roads.



When you have finished off the Harvester wave, you should notice a large hut. A Grimy Transporter is parked outside (it looks slightly different from the vehicle of the same name you encountered in the first time zone, but has the same stats). Ignore this and go inside the hut.

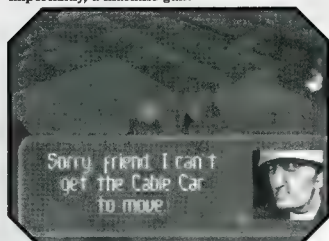
The guy inside offers to let you use his uncle's rifle.



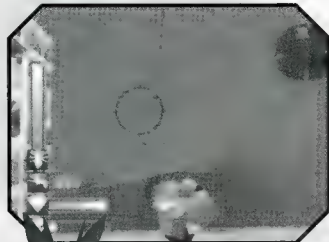


After listening to him, grab this powerful weapon from its stand on the back wall of the hut. Before leaving the room, check all of the barrels and treasure chests; they hold ammo, health, and fuel.

Jump back into the jeep and drive south to discover another, smaller, hut. Inside you find rifle ammo and health. Return to the jeep and follow the shore east to find a white building with a Bull Dog parked outside. Like the Grimly, this vehicle has changed its appearance since Greece, but its strengths and weaknesses are pretty much the same. Before using it, go inside the building and find health and, more importantly, a machine gun!



Jump into the Bull Dog and check the map. Once you have worked out a route, head for the cable car station located at the northern end of this first island. When you arrive, kill the bugs that appear and then go inside the station. The operator cannot get the cable car moving—something must be stopping it from the other side. Check all the barrels and chests in this room before leaving.



Grab your rifle and manually aim it across to the cable car, where you'll see a huge bug standing on it. One or

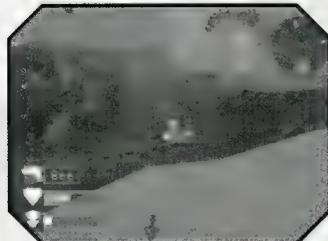


two shot from the rifle takes him out! This frees the cable car. It slowly moves across to your side of the river, allowing you to cross to the second area (stand on the relevant arrow block inside the car).

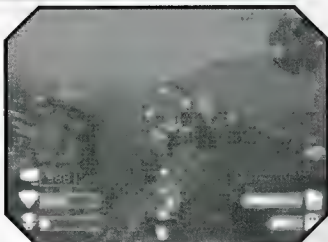
Once the cable car stops, jump off and go into the building in front of you, where you find more treasure chests and barrels full of goodies, including a new weapon, the shotgun. Exit this room and walk around to the back of the cable car station. You're attacked by a huge group of bugs; pepper them with your new shotgun. For this slaughter you can use either manual or auto targeting. Whatever you're most comfortable with.

...INCOMING TRANSMISSION.

You will find extra weapons and ammo inside buildings. Some are pretty well hidden so it always pays to search an area thoroughly.



Jump into the Trekker jeep located here. You're alerted to a Harvester wave in the area, so follow the red arrow that appears along the coastal road to the source of the problem. When you arrive at the small village, annihilate the alien ranks by focusing on the large bugs first, as they pose the greatest threat to humans.



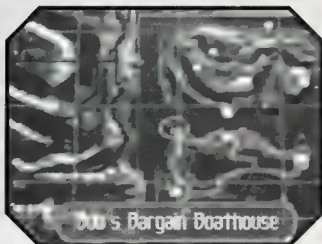
Leave the village and go east. Before long, you reach another village. This one's smaller than the previous village, but you should still check out the huts here. In the white building is ammo for both the shotgun and machine gun.



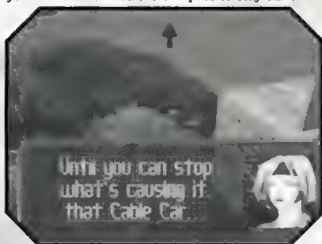
Leave the building and again head east. In a small hut called Rob's Reliable Rentals by the side of the river are engine parts that you'll need a little later. Also check out the barrel and treasure chests; they contain shotgun shells and health.

When you leave the hut you receive two messages. The first tells you that the mission directive has changed—you must now destroy the first central processor, which is highlighted on the map. The second message informs you that a Harvester wave is attacking a nearby village. This is your first priority.



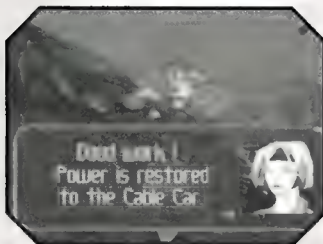


Follow the red arrow and confront the bugs. Use the machine gun to mow them all down as quickly as possible—at this early stage, you want to keep every human alive. Bring up your map and locate Bob's Bargain Boathouse on the south island. This is where you must go next, so plot your course and use the compass to stay on it.

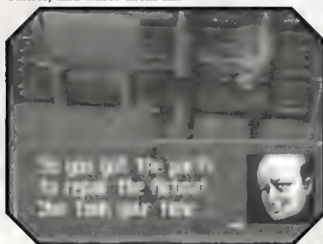


Just as you reach the cable car station, Daisy tells you something is causing a huge power drain, so the cable car won't work! You must go back the way you came until you reach the small power plant at the entrance of the village.

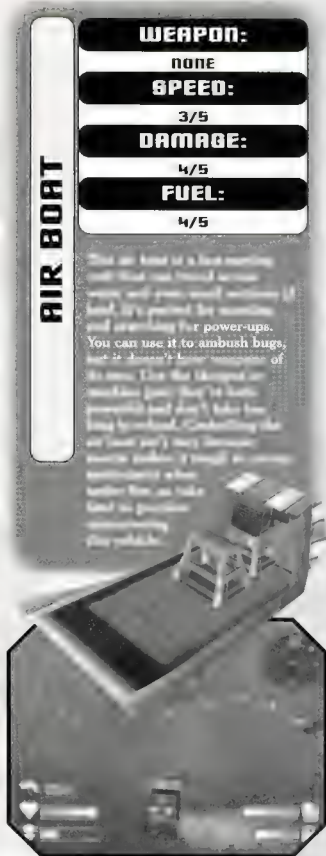
A huge jelly-like monster sits atop the power plant. Use the long-range rifle to snipe it from a safe distance. When it's dead, Daisy tells you that you've completed the task and the cable car is now working.



Return to the cable car and cross back over the river. As you get out on the other shore, you're greeted by a gang of bugs. Jump into the Bull Dog, which should be where your parked it earlier, and waste them all.



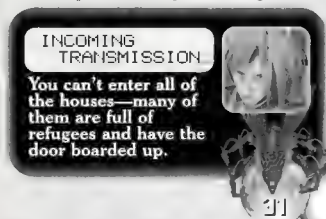
Once again, check your map and head for Bob's Boathouse. Here you can use the engine parts you collected earlier to fix one of his vessels and gain access to the sea.



Look at the map and plot a route to the first processor. You have to slay countless bugs on the way, so be careful.

When you reach the island where the processor's found, jump out of the boat and arm the machine gun. Take out all of the alien snipers first then concentrate your firepower on the processor. You'll destroy it in a matter of seconds!

With this done, Daisy sends you a status beacon that allows you to save your position. Turn to the east from the beacon and go through the shield portal. Be ready to start Stage Two!



STAGE TWO



KUBELWAGON

WEAPON:

NONE

SPEED:

3/5

DAMAGE:

3/5

FUEL:

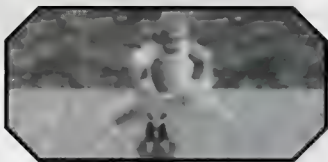
4/5

The Kubelwagon is very similar to the Trekker jeep, but doesn't have any fitted weapons, so you have to use one of your guns while driving it. Fast, well armored, and economical with fuel, the Kubelwagon is a good all-around vehicle.



another Harvester wave attacking a nearby village. Jump in the nearby vehicle—a Kubelwagon—and follow the red arrow to the bugs. As before, use the shotgun or machine gun to eliminate the alien vermin quickly.

Head to the temple at the top of the hill. If you use the map you should have no problems finding it. Inside, talk to the native and he tells you that this is the Earth Temple and that the Kris knife blade is inside.



INCOMING TRANSMISSION

Harvesting waves will target villages with high concentrations of refugees hiding in them. Your scanner will pick up the signal generated by the harvester alien.



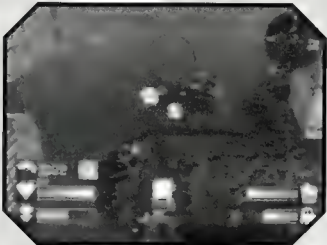
First check your map to read your new mission directive. You must gain access to the military base. Go east and you're attacked by a Harvester wave, so use the rifle to pick them off safely from long distance. If you swim or use the Air Boat to get across, you will encounter a minefield. If you are low on health, or ammo, you can lure the bugs toward you across the minefield. Be careful not to step on any mines yourself! Try to walk on the earth colored craters where mines have already exploded, they are harmless.

You receive another message from Daisy, who tells you to check out the temple on the hill to the east. Before you can get there, you're alerted to

Walk to the right-hand wall to reveal a secret door that leads to the sacred knife. When you're in this hidden area, simply walk over to the statue and activate it. The first piece of the Kris knife is now yours!

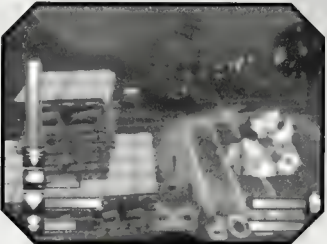
Now return to the task of infiltrating the military base. Jump back into the Kubelwagon and go to the bottom of the hill and then south. Follow the track that leads west. You encounter a group of bugs on the way, so use the shotgun to fill 'em with buckshot. Continue along the winding track until you reach the main gates of the military base—you can follow the truck, it will lead you all

the way there. Kill the bugs that appear, then go through the gates. Inside the base, groups of bugs appear around you. Spray them with lead from the machine gun, or for more fun use the Ack Ack gun to the right. You can use the shotgun, but its slower reload rate makes the job more difficult.



The guards in the military base will fire at any non-military vehicle—that means you! Be careful as you don't want to be a casualty to friendly fire.

Go into the main building and speak to the general. He tells you that the north island is overrun by bugs and gives you the key to the tank factory. Open the factory door to access the tank. Before leaving the building, check all the upstairs rooms to get ammo and power-ups. Back outside, walk around to the



JAGDPANTHER

WEAPON:

CANNON

SPEED:

2/5

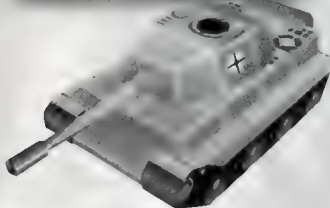
DAMAGE:

5/5

FUEL:

4/5

The Jagdpantner is a full-blown tank. It is fitted with a huge cannon and is extremely well armored, making it the ideal death-dealing machine! In addition to it's firepower and amount of damage it can take, the Jagdpantner is pretty good on fuel. It's perfect for eradicating Harvester waves and other large groups of bugs. The Jagdpantner's only downfall is a pretty obvious one: a very low top speed. It's sluggish and tricky to control, but this is a small price to pay for raw power!



main hangar and get in the tank. The Jagdpantner is the most powerful vehicle you will have controlled so far!

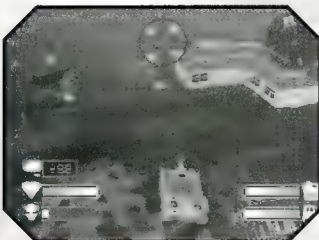
Now you have a new mission directive: Find a way of killing the alien warriors. Leave the military base (if the gates are shut, simply blow them up with the tank's gun!) and take the track that leads north across a short rope bridge. The Jagdpantner is a fantastically powerful vehicle, but you only need to use it for one thing. You have to use the tank to blast through the large door that block this route, but this isn't a problem—after all, that's what this kind of firepower is for! Any other activities you may pursue in the Jagdpantner are purely up to you.



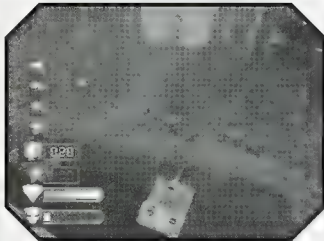
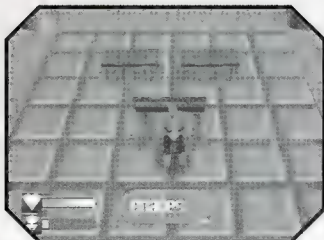
... INCOMING
TRANSMISSION...



When a mutant beams back to Earth from the alien homeworld it only has one thing on its mind—destroy Adam utterly!

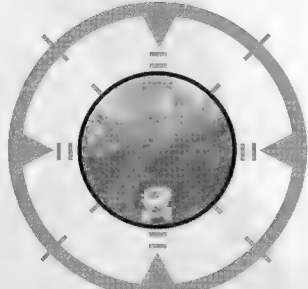


Leave the radio station and head north. If you're feeling skillful you can jump the gap with the jeep, if not dump the jeep here. On the other side you're alerted to a Harvester wave attacking a local village. If you left the jeep you'll have to run through the first section on foot, and then you'll find a tank; leap in and follow the arrow to the site of the attack. Use the tank's firepower to eliminate the wave.



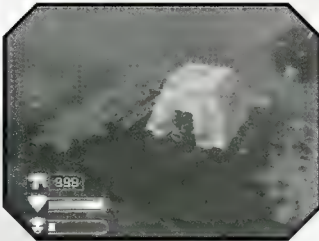
Use the map and compass to get to the blocked tunnel in the east. Park outside the tunnel entrance at a safe distance, then aim the grenades through the eye sockets of the giant stone face. This clears the blockage and allows you to enter the tunnel section. As you exit the tunnel you're given two messages by Daisy. The first informs you that a Harvester wave is attacking nearby humans. The second is a new mission directive to destroy the second processor and access the shield generator. On exiting the tunnel there is a supply bunker just to the north.

Pick your way along the shoreline as you follow the arrow that indicates the Harvester wave. Be ready with the machine gun, because nothing else fires fast enough to cope with this group of bugs. When you've destroyed the Harvester wave, continue along the path that leads to the processor, which is now highlighted on your map.

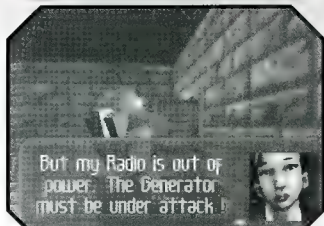


On your way, you come across a Bull Dog! The task of destroying the processor is made much easier because you're in the Bull Dog. It not only protects you from harm but also has good firepower.

With this done, Daisy sends you another status beacon so you can save your progress. Now head north from the beacon and go through the shield portal. Be ready for Stage Three!



Check your map screen and you see that the mission directive has changed. You must find a way of clearing a tunnel entrance so you can access the next section. The solution to this problem is in the village that was just under attack by the bugs. Inside a stone bunker are three treasure chests. The first contains grenades—just the thing for unblocking a tunnel!



But my Radio is out of power. The Generator must be under attack!

When you're through this section you have three choices: You can either leave the tank and walk through the water, find the jeep parked next to a bunker on the north island which can be used to jump across the water gap, or go back to the military base and get an armored car for more firepower. Over the water is the radio base; go inside and talk to the radio operator. She's trying to get a message through to the troops but her generator has gone down. Can you help? Before leaving the room, check out all the chests and barrels for ammo and health.

When you're outside, jump into the Trekker that's parked outside and head west, where you'll find the generator. A huge jelly monster is sitting on top of the power plant, so as you did earlier, pick him off from a safe distance with the rifle.

Return to the radio station and speak to the operator again. She tells you that the power is back and she has transmitted the message. The bugs are now under attack, but it won't be long before they come back!



STAGE THREE



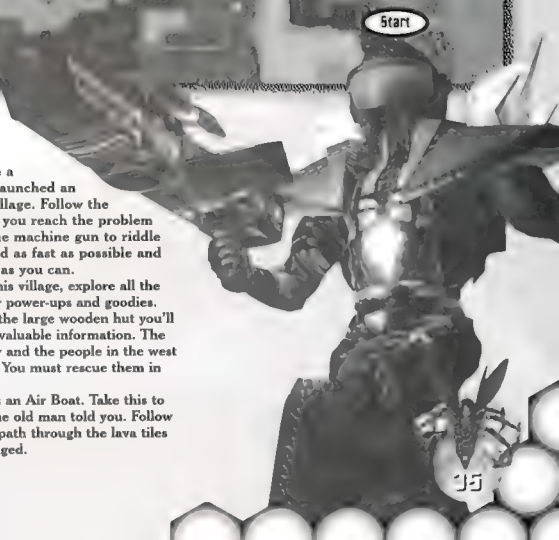
Daisy sends a new mission directive as soon as you have cleared the shield portal into this new area. You must explore the surrounding terrain and help the local village people.



Your help is required almost immediately, because a Harvester wave has launched an attack on a nearby village. Follow the onscreen arrow until you reach the problem area, and then use the machine gun to riddle the bugs with hot lead as fast as possible and save as many people as you can.

While you're in this village, explore all the huts and buildings for power-ups and goodies. More importantly, in the large wooden hut you'll find an old man with valuable information. The great volcano is angry and the people in the west village are in trouble. You must rescue them in the "old freighter."

Behind this hut is an Air Boat. Take this to the west island like the old man told you. Follow the dark underwater path through the lava tiles to avoid getting damaged.



...INCOMING
TRANSMISSION.



Mutant aliens are extremely dangerous. The combination of alien and human DNA and intellect makes them a powerful foe!

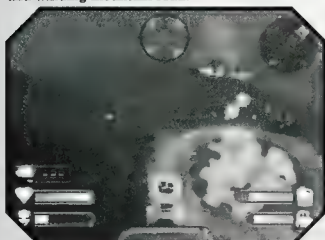
Get it to East Rua-Rua
before it blows and
kills everyone inside!



On the other side, jump out of the air boat and into the life boat. All the village people will be waiting for you in the boat, so it's now a case of navigating it through the lava-filled water again. Check the map and make sure you have a course planned before you move.

With the village people safe, go back to the old man in the hut to receive your reward. He gives you a rocket launcher and some ammo, then tells you to seek out a man called Bogie and ride *The Javanese Queen*!

Leave the hut and check your map screen. The new mission directive is to find a way around Mount Rua-Rua. Exit the village to the east and follow the track. When the road forks, take the left route. This takes you along a thin and winding mountain road.



There's a bridge nearby with a Tiger Tank to the east of it—this is a very useful vehicle. As you drop down on the other side of the mountain you're alerted to a Harvester wave. Follow the arrow to the scene and use the machine gun and newly gained rocket launcher to blow them away.

With the village safe, drive to the west shore and go inside the large hut. Inside, the boat master isn't pleased to see you! You can take a ride on his boat—which happens to be *The Javanese*



Queen—if you bring him the idol of Rua. Leave the hut and almost immediately a Harvester wave alert appears. Quickly find and kill the bugs to save as many humans as possible.

Leave the village and head north in any vehicle that is near by. A small winding road leads up the side of Mount Rua-Rua, so take it easy and be sure you don't fall off! The track comes to a dead end at the top of a mountain, so build up as much speed as possible and leap the gap!



You find yourself in a destroyed village. All the buildings have been gutted and smoke bellows into the sky. You should see another

small track leading north from the village, so take this and once again ascend into the hills!

As you approach the top you receive a message from the mysterious dark-suited man who you met in Greece. He says that this time they won't make the same mistake and they'll finish the job they started! Your radar fills with red dots, each one indicating an alien presence. Lock and load the machine gun, because no

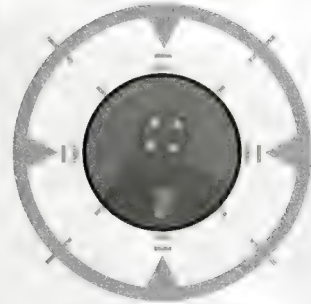


other gun has the required reload speed, and blast for all you're worth!

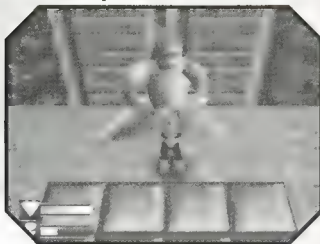
Shoot down the airborne attackers first. Use the manual gun sights to get a jump on your attackers. This is tough because not only are you fighting all these bugs, you also have to be aware



of where your vehicle is. Veer too far to either side and you drive off the mountainside!

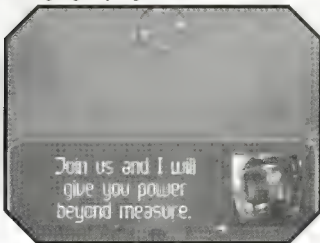


When all the aliens are dead, continue following the path. The track ends and you must abandon the vehicle and carefully drop down the steep slope behind the statue of the Guardian of Rua-Rua. You'll find yourself by a cave entrance. This is the temple of Mount Rua-Rua.



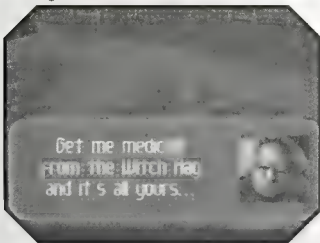
Once inside, go through the stone door in front of you and up the stairs. Walk across the room to the far wall and grab the idol of Rua-Rua. You can now pay Bogie for the use of his boat. Leave the temple and jump back into your vehicle. Head north-northeast and follow the track.

Back at Bogie's boatyard, enter his hut and give him the idol. In return, he allows you to use his boat. Leave the hut and jump into the Javanese Queen boat. Follow the river around, wasting bugs as you go.

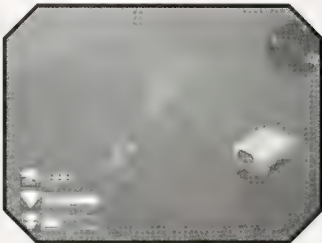


Before long the black alien sends you a message. This time he says that you must be a fool to think you can defeat the bugs; if you join them you'll have power beyond measure! Ignore his offer and continue to follow the water channel around the mountain. You're constantly attacked by bugs on the shore; use the manual sights to kill them quickly.

Now you get a new mission directive. "Head to the processor that's marked on the map and destroy it." But first you have to reach the shore. Continue south until you reach a mooring point. Back on dry land, walk over to the large hut.

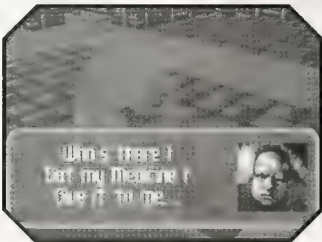


Inside, a man named Kurtz tells you he has a torpedo boat, but he has a fever and needs medicine from the witch hag. This is your next task. Leave the hut and walk to the rear of the building, where you find a jeep. Jump in, head east through the village and follow the track the leads north, killing bugs as you go.



You'll soon see a small hut to your left with a Grimly Transporter parked outside. Go inside and grab the ammo, then continue to follow the track north. At the base of another volcano, you should see a track leading into the mist to your left. Follow this until you reach another small hut.

The sign outside identifies the witch hag's house. Enter and talk with her. The witch says you should visit the Fire Elemental Temple, but getting there is impossible unless you can fly. The witch gives you the medicine that Kurtz needs.



Leave the hut and jump back into the Trekker jeep. At this point a Harvester wave is attacking the small hut you saw earlier, so race back down the track and destroy them.

Head back to the main village and give the medicine to Kurtz. In return he gives you keys to the Swordfish MTB, moored just to the north of the hut. Onboard the Swordfish, take a look at your map. To the far north of this area, past the alien processor, is a mooring point. Go there and enter

SWORDFISH MTB

WEAPON:

TWIN TORPEDO TUBES

SPEED:

5/5

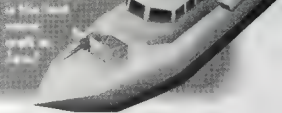
DAMAGE:

3/5

FUEL:

4/5

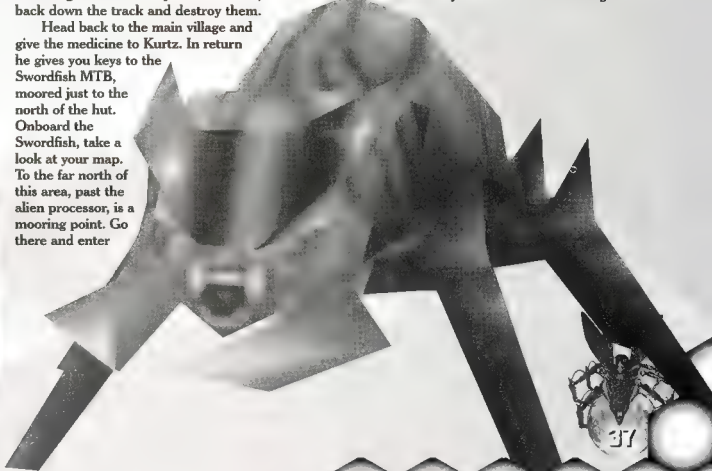
This is the fastest, toughest, and most power-packed boat so far. The Swordfish has twin torpedo tubes that fire high-speed projectiles. It's also very fast for a water-based craft and pretty good on fuel. The final advantage is the amount of damage this baby can take. It's steel plated and can take quite a pounding from the aliens before the armor gauge starts to fall. This



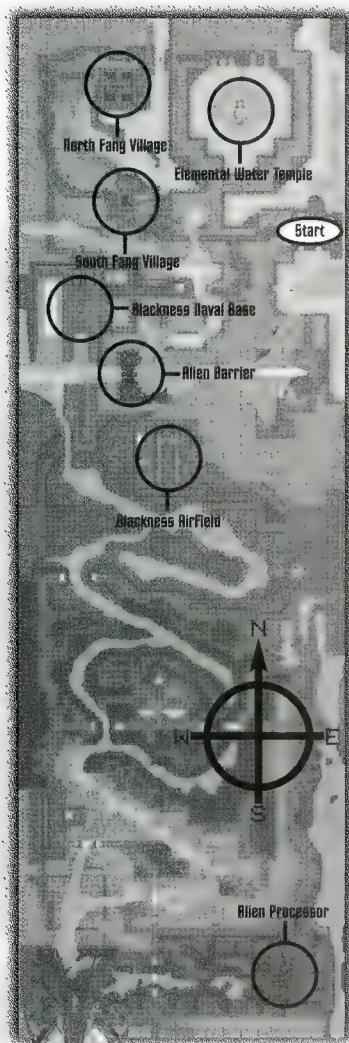
the small stone shelter to find some much-needed ammo. There's also an air boat, should you prefer to take on the processor in one of these, rather than the torpedo boat.

Head south toward the alien processor. As usual, you must destroy the processor to complete the stage. Concentrate your firepower on it, only stopping to pick off smaller bugs when they surround you. Remember that once the processor has gone, all the bugs around it are killed, too.

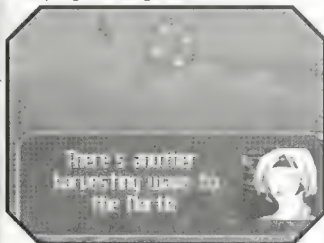
When you have destroyed the processor, Daisy sends you a status beacon that saves your game. Now head west to find the shield portal that lets you access the final stage of Java.



STAGE FOUR



First check the map screen. The new mission directive is to find a way into Blackness Harbor. Directly in front of you is a stone shelter and a Trekker jeep. Inside the cave is ammo and the like, so grab these goodies and exit.



Now walk over to the jeep and jump in. Another Harvester wave appears, so quickly follow the red arrow to the scene. Exterminate this wave and Daisy appears, telling you that another wave is attacking the village to the north. Race over there in the jeep and destroy these aliens, too.



Walk over to the east side of the village and leap aboard the Tiger tank. Leave the village via the north-bound track and follow it as it winds to the south. You soon arrive at another large wooden hut.

Enter the hut and speak to the native inside. He tells you that you should visit the Water Elemental Temple, but you need an

TIGER TANK

WEAPON:

88 mm GUN

SPEED:

2/5

DAMAGE:

5/5

FUEL:

3/5

This huge tank is powerful and armed with a 88 mm gun.

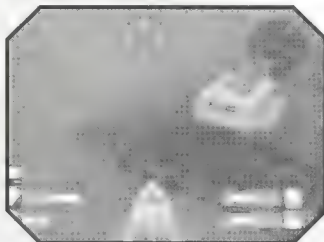
big boys. The other

With such serious weapons

... This tank is a real

aircraft of some kind to get there. Exit this village the way you came and you'll reach a left-hand turn that leads to a dead-end. Drop down here and jump into the waiting boat. If you're having problems, simply check your map, locate where you need to go, then use the compass to direct yourself.

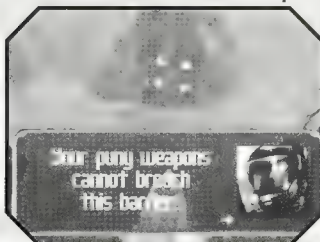
Once you're safely in the boat, head east along the small waterway. You cannot get lost in this section—there's only one route. When you see a small power station to the right, a giant jelly monster appears on the building (if it's not already there when you arrive). Quickly back off and use the rifle to nail it.



Continue following the waterway to the site of the alien blockade marked on the map. As you approach this you get another message from the mysterious alien. He has set up a huge blockade that you cannot get past, and the men and Blackness Naval Base are all his!

From this point, go west to approach a huge battleship. Moor your boat near this, then use the path that leads around the boat to get onto the deck. On the right-hand side is a door that leads to the control room.

Inside the room you meet the captain. He tells you that you must free the fuel lines so he'll be able to attack the alien blockade. To the right of this main area is another door. Go through and follow the corridor until you reach a small shut-off valve. Activate this and steam escapes



from the pipe on the ship. This tells you that you have fixed the fuel problem.

Speak to the captain again and he says that he'll attack the blockage. However, it's going to be a "one-way trip," so you should leave him to it. A cut scene then shows the battleship smashing into the blockage and clearing it completely.

Run around to the Swordfish boat and jump back in. You can now pass through into the naval base. As you do so a Harvester wave appears. You know what to do.

Your first task in the base is to check out all the buildings. They all hold ammo, health, fuel, and the like, which you need for the coming battles. Behind the main stone building is a gyrocopter.

You can either master the gyrocopter's controls, bring up the map and set a course for the Water Elemental Temple or return to the military base where you'll find a new vehicle for this leg of the

GYROCOPTER

WEAPON:

MISSILE

SPEED:

5/5

DAMAGE:

2/5

FUEL:

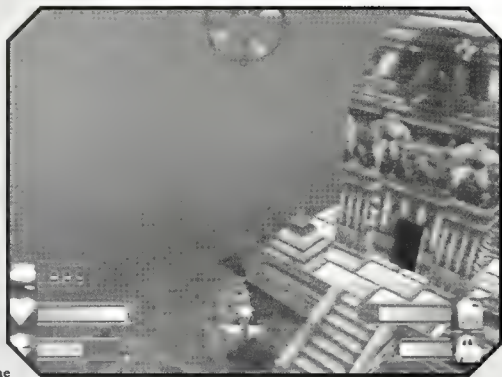
5/5

The gyrocopter is a primitive form of helicopter and can be used to get around the world with ease—and pretty quickly, too! It can hover above the ground so you can attack bugs swiftly and easily. The gyrocopter is fitted with a twin missile launcher that can take out even the biggest bugs in a real hurry!

journey. It's a plane called the Zero and has floatation pads instead of wheels. This means it can land and take off from water.

On the way to the temple you will be attacked by airborne bugs. When you reach the temple, you have to either land the 'copter on a small area of land outside, or the Zero on the water. Go in low and slow—be careful, because you'll need either vehicle again in a minute.

There's an altar on either side of the temple interior. The one to the right has a lit candle; put it out. Walk over to the altar on the left; the candle here is not lit, so light it up. Doing this opens the two doors on the back wall of the room, allowing you to go upstairs and get the second part of the Kris knife.

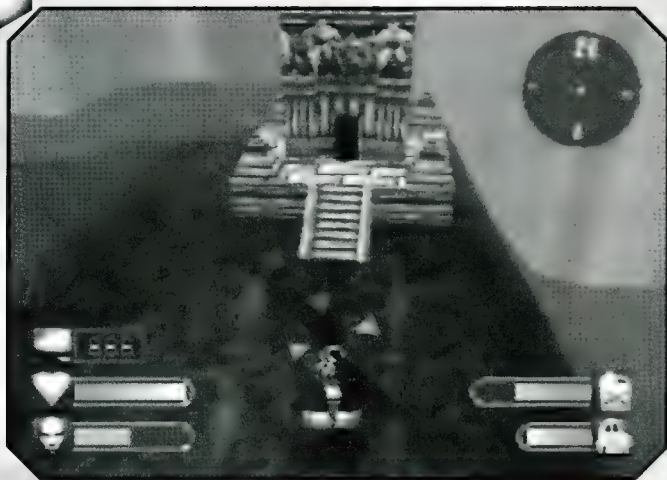


... INCOMING TRANSMISSION.



By activating the map, Adam is informed by Bob the robot of his next goal—the map will highlight the areas already explored.





Leave the Elemental Water Temple and jump back into the gyrocopter. Take another look at your map and locate the Fire Elemental Temple, your next port of call. If you fly east you'll be on the right track, but because this temple is in a previous area, you have to fly through the shield portal.

On the other side of the portal, check your map again and head for the temple on top of the mountain. You have to carefully land outside—if you crash here you'll have to search for a trail at the back of the temple to exit!



Inside the Elemental Fire Temple is a monk sitting on the floor. There are three candles on the altar behind him, two of which are lit. You should light the middle candle as this opens the secret door in front of you and leads to the final piece of the Kris knife.

With the artifact collected, return outside and jump into the gyrocopter again. Now you need to head to the Great Elemental Temple, which is to the south. You will have to fly through a shield portal to reach your destination or use the Alpha Command teleport function which can be used at any of the save beacons.

Land at the rear entrance of the temple.

Inside, follow the corridor to the main area, where a monk is sitting. He tells you to go upstairs and place the three pieces of the Kris knife in the sacred stone. When you have done this, head back outside and



watch the short cut scene that follows.

Now you get a new mission objective: destroy the alien processor. Get back into the gyrocopter and head to Blackness Airfield. When you get there, destroy the waiting bugs and leave the gyrocopter. It has served its purpose and will be very low on fuel by now.

On the air strip you should see a large plane, the B25 Eagle. You can use this transport

B25 EAGLE

WEAPON:

BOMB

SPEED:

2/5

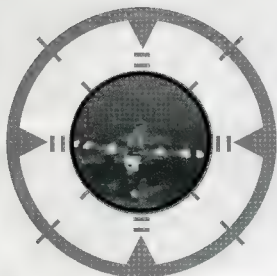
DAMAGE:

3/5

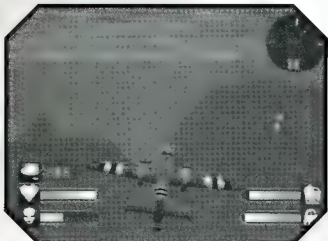
FUEL:

2/5

This huge plane is the biggest and best aircraft in the second time zone. It's fitted with unlimited bombs and is great for terminating large bugs from the safety of the skies. On the downside, the B25 Eagle is slow, guzzles fuel, and worst of all, its bulk makes it tough to control. Be sure you're up to the task of controlling this useful craft before you take off!



for the final section of this stage, although any aircraft will do—there's a Lightning Aircraft around this area too!

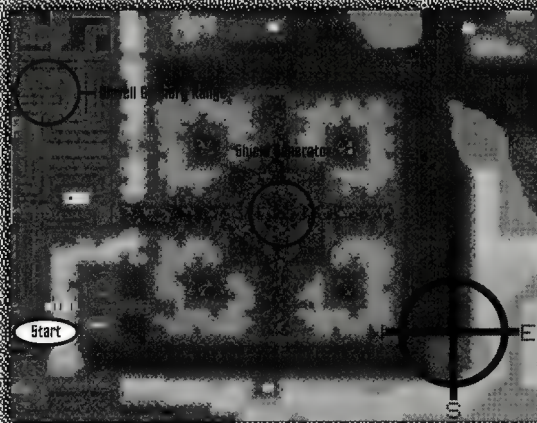


Climb aboard the Eagle, or any plane, and take off. Check your map and head south to the alien processor. The Eagle is armed with an unlimited supply of bombs, so as you fly to the processor you can plaster attacking bugs with a powerful, well-timed attack. You must fly below the level of the canyons. This way you stop the fire from the large aliens blobs as they cannot fire below their huge bulk.



As you approach the alien processor, the battle gets a little hectic—you must avoid crashing into the surrounding mountains while dropping bombs on the processor. You'll need to make a few passes to completely destroy it, so be patient. If you crash the plane here you're in real trouble! When the job is done Daisy sends you a beacon, so land the plane and activate it. Now all that remains is to make your way to the center of this world and finish off the final processor and the boss. Check your map and head for the processor. You're better off dumping the plane and taking a Trekker jeep. There are plenty of them around, so finding one is no problem. The factories have an unlimited number of tanks and gyros. Simply follow the coastal road until you reach the shield portal and go through.

SHIELD GENERATOR



are the other bugs! When you're victorious, you get a chance to save your game before taking on Java's boss.

The boss of this time zone is a giant three-headed scorpion-like creature called Cerberus who attacks with lazer bolts, lightning, and photons. Whatever you do don't go behind this boss—he will smash you with his tail and kill you!

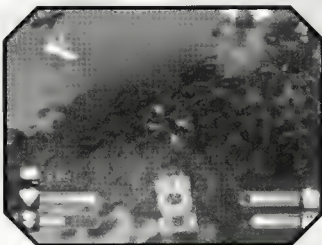
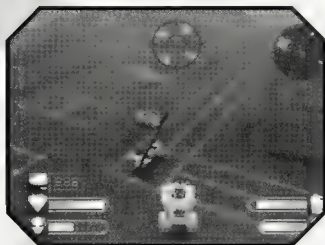
When the battle begins, circle around the giant bug in the hovercraft-like Alpha 1 tank and aim for the lightning ball he's carrying. It takes about 30 seconds of steady fire to destroy this guard, and then you can start attacking him properly. Make sure you pick up all the weapon power-ups he drops when the lightning ball is destroyed—these are again essential to survival.

The boss attacks by firing lazer bolts from both of his heads so, you must pass him while aiming for the head. Concentrate on one at a time. When you have drained all of its energy, the head detaches from the main scorpion, takes to the air, and continues the attack! Continue to focus on this airborne menace before going after the second head.

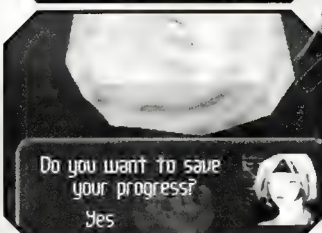
When both small heads are dust, it's time to go for the main head! Again, use the passing tactic to avoid his attacks, which come in the form of lazer fire and blows from his huge tail.

With the main head gone the battle is *still* not over! You must now destroy the body of the creature as it moves aimlessly around the battle area, still trying to attack you. When you have destroyed this final body

section, the battle is won! You can save your game and go to the third time zone—America, 1966.



Follow the track that leads to the left and across the bridge. There's a selection of vehicles here: a Howitzer tank, Bull Dog, gyrocopter, and a Kubelwagon. The Bull Dog is best, as it's easy to use, has good firepower, and moves pretty quickly, but you can choose the vehicle you feel most comfortable in.



...INCOMING TRANSMISSION...



On the map screen you can select a point on the map as a waypoint. Back in the game, an arrow will show the direction to this waypoint.

Do you want to save your progress?
Yes



With this done, head into the danger zone and take on the main processor. You'll be attacked from all sides, but concentrate on taking out the four gun batteries of the processor itself, because when this is gone, so





The third time zone is where things get tougher—like they really needed to after the first two levels!

To win, you must complete four stages in this zone, and many tasks must be performed in order to complete these stages. Our walkthrough takes you through America step by step, showing how to achieve all the mission directives. Boxes give you the lowdown on the vehicles you will find.

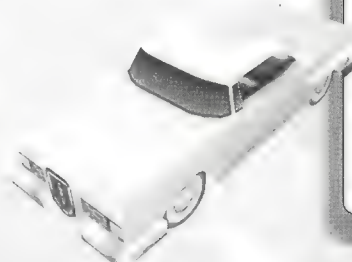
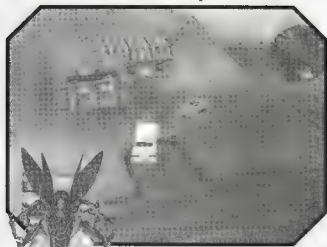
STAGE ONE

When the action starts, Daisy appears on your transmitter and tells you that aliens have already set up quite a force here. You'll need to stock up on ammo and weapons before you can really get into this time zone.

Your mission directive is to gain access to all the main sections of the city, which will help you find the armament you need. Enter the large gray building to your right. Lots of ammo and a shotgun are in here. You can take as long as you like as time stands still when you are inside a

building. As you exit the building you're told of a Harvester wave attacking.

Just before you move on, search out a shop near the starting point. Inside you will find an Alien Artifact. Now jump into the nearby car—an Edzil—and follow that onscreen arrow!



EDZIL

WEAPON:

NONE

SPEED:

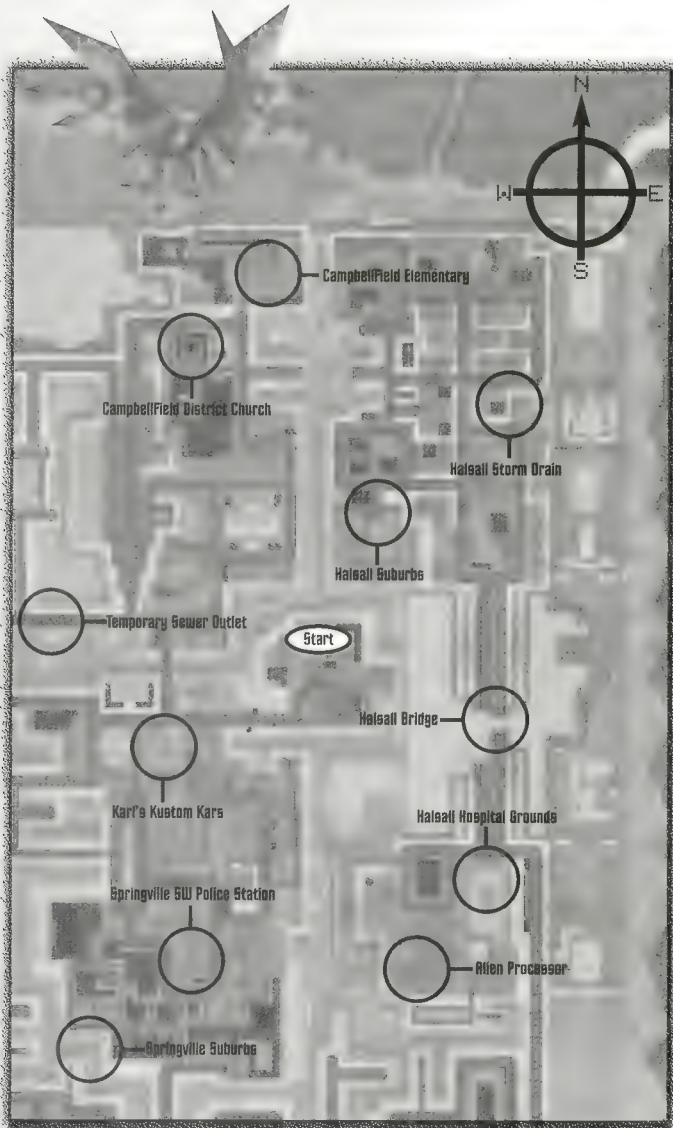
3/5

DAMAGE:

2/5

FUEL:

3/5



V-8 HIBOY

WEAPON:

NONE

SPEED:

3/5

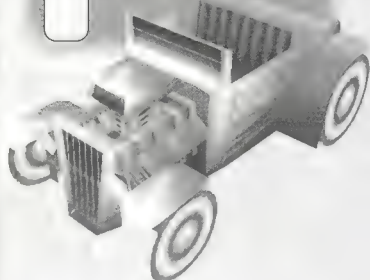
DAMAGE:

2/5

FUEL:

3/5

This fully race-tuned car is easily the fastest in America—in fact, one of the fastest cars in the world! You can use it to leap over obstacles and perform stunts that other cars can't. But beware: the V-8 HIBOY's weapon and the HiBoy cannot take much damage, so be careful!



When you have demolished the Harvester wave, it's time to look around the city. Downstairs in a shop near the start, you'll find an Alien Artifact. If you head back to the start area and then go west, you'll reach a small garage with a red car parked outside. This is Karl's Kustom Kars, and Karl offers to let you use one of his hot rods just outside. If you're fast enough you can get here before the Harvester arrives. Before leaving, check the room for pick-ups.

...INCOMING
TRANSMISSION

Collect all the weapon crystals you find and a new weapon will become available—it uses alien technology!





When you're back outside, jump into the V-8 HiBoy and bring up the map screen. Locate the sewer entrance, right next to the hot-rod garage. You should see a small wooden shack and a drain entrance beyond it. This is where you should be headed.

WEAPON:

HAND GUN

SPEED:

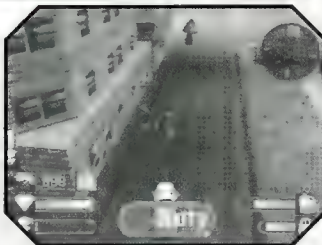
3/5

DAMAGE:

2/5

FUEL:

3/5



When you're underground, look on the right-hand wall. Turning the stop valve will drain the water and reveal a manhole cover. This allows you to enter the sewers and access another part of the city.



When you leave the sewers you're told that a Harvester wave is going to attack, so grab a police vehicle and follow the arrow. After you annihilate the alien scum, you're shown a short cut scene that shows a school being attacked by a Harvester wave. This is your next task—save those children!

Bring up your map screen and locate the school. Head there as quickly as possible and get into battle. When the bugs have been killed, Daisy tells you that the kids are in danger out in the open, and you must find a way of getting them into the local church where they'll be safe.



Walk around to the rear of the school and find the Mr. Lolly ice-cream truck. Jump in and all the kids start to follow you. Be very careful to avoid running over any children as you lead them to the church, which is to the south. You must drive slowly, as the children are on foot. Make sure none of them get left behind, because a Harvester wave returns to the school after a few minutes.

As you approach the church, park the truck and wait for all the children to go safely inside. Now head back to the school and lay waste to the aliens that are trying to destroy it.

WEAPON:

NONE

SPEED:

3/5

DAMAGE:

3/5

FUEL:

5/5

MR. LOLLY

This is an ice-cream truck, so obviously it has no weapon. It can't take much damage and is pretty slow. However, it has one major use: Jump into Mr. Lolly and all the children nearby will follow you like sheep! This means that you can lure them to a church, completing one of the mission directives.



TIPPER

WEAPON:

NONE

SPEED:

1/5

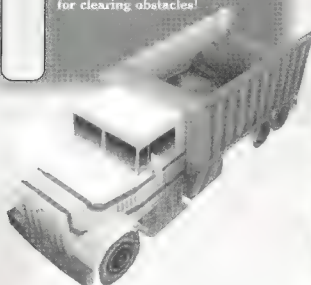
DAMAGE:

5/5

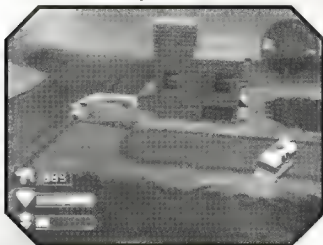
FUEL:

4/5

This huge truck is one powerful vehicle that has one major use: You can smash through police road blocks and clear the way for other vehicles. The tipper is very slow, has a wide turning radius, and doesn't have a built-in weapon, but it's invaluable for clearing obstacles!



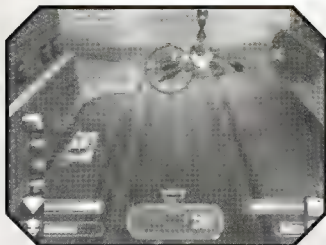
With the bugs gone, dump that ice-cream truck. Nearby you should find a large tipper truck. This huge vehicle is the key to accessing other areas of the city.



To the east of where you find the tipper is an unfinished bridge that is fenced-off. As you approach it, Daisy tells you that you'd be crazy to try and jump the gap, unless you have a really fast car!

Before you get yourself such a car, smash through the fence with the tipper. This clears a path for the car. Head south, using the tipper to smash through the police road block, and make a bee-line for Karl's Kustom Kars. Check the map if you're having problems finding it.

At Karl's place, take the V-8 HiBoy. Now head all the way back to the broken bridge. Keep the car aimed straight ahead, go as fast as possible, and you'll just clear the gap!



As soon as you land you have to speed off and save some more humans—another Harvester wave is attacking. When you have dealt with the aliens, check your map screen and locate the storm drain. It lies on the east side of this area. To the south is a building with a hippie inside—it also contains a weapon crystal.

When you arrive at the storm drain, drill the alien and then enter the sewer pipe. Go through the short tunnel section. Check all the chests in this section; there's a rifle and ammo to be had.



Exiting the sewer, you find yourself in a storm drain. If you follow the path that lies ahead, you reach a small, boarded-up shack and a new vehicle, the Monster Bug. This vehicle has huge wheels but no gun. However, the sheer size

MONSTER BUG

WEAPON:

NONE

SPEED:

4/5

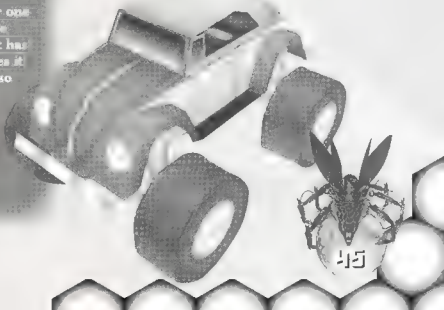
DAMAGE:

2/5

FUEL:

5/5

The Monster Bug is another one of those vehicles that is quite slow and has no-weapon but has one major feature that makes it vital: The Bug's wheels are so huge that it can float on water! If you need to get across a section of water this is the car to use!



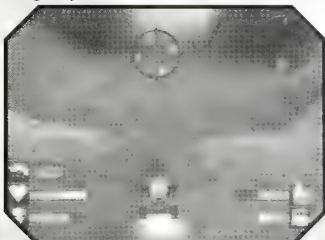
... INCOMING TRANSMISSION.



Adam's power armor doesn't function well in water. It will short out and become a liability if you spend too long swimming.

of its tires means that the Bug can float, making it possible to cross small sections of water!

Jump into the Monster Bug and head south. You come to a small jump, so keep the Monster Bug in a straight line and keep its speed high. As you land you're attacked by aliens, so start firing away.



Continue heading south along the canyon. You'll be constantly attacked by bugs on all sides—snipe them from long range with the rifle. Before long you find a huge, scorpion-like creature. This bug looks like the smaller brother of Java's boss. It takes a lot of damage and attacks with missiles. Either strafe him with the machine gun or, better still, pick him apart methodically with the rifle from long range—it depends on your ammo situation.

With the scorpion out of the way, you reach another sewer entrance. This gives access to the final section of the city, the hospital grounds, and the location of the alien processor! When you exit the sewer pipe, check your map to locate the alien processor before jumping into a nearby car and heading over to it.

On the way to the processor a Harvester wave attacks; eliminate them before you proceed. The processor is hidden in the corner of the city, on top of the hospital. If you walk around to the front of the hospital you see the door. Go in and up the stairs on the left to enter the main hospital ward. The nurse on duty tells you that they have lots of supplies to tend your wounds. Replenish your energy and go back down to the lobby area.

...INCOMING TRANSMISSION

While you are aiming manually, you can use C(←) and C(→) to roll left and right giving a useful way of avoiding fire.



Now go up the flight of steps on the right-hand side of the room. After about four flights of steps you reach the roof of the hospital. Use the helicopter to take out the processor while watching for those lazars and photons!



With the processor destroyed, Daisy sends you a status beacon. First save your game, then jump into one of the helicopters and head to the shield portal, located to the far north of this stage.

You cannot take the helicopter through the shield portal because the gap is simply too small. You must land and go through on foot!

WEAPON:

MACHINE GUN

SPEED:

4/5

DAMAGE:

4/5

FUEL:

4/5

005 FANH



BODY HARVEST—PRIMA'S OFFICIAL STRATEGY GUIDE

STAGE TWO

You're attacked by two aliens the moment you walk through the portal, one to the left and one to the right. Waste 'em before they get a chance to unload on you.



The new mission directive is to head east through the mountains and find some clear ground. This area is circled on your map. Follow the canyon you're in as it winds its way north. There's only one path here, so there's no chance of getting lost!

You soon see a path leading to the east. It's easy to find, because a huge white stone marks the spot where the path splits. Go down the east path and into the cave. Check all the treasure chests; they hold a rifle and ammo. Exit and return to the main path.

Follow the canyon some more. Soon you reach a sign that warns of a cliff ahead, but more

dangerous for you is the giant bug waiting at the bottom of the cliff! Use the rifle to take out the bug, then drop down and continue to follow the path.

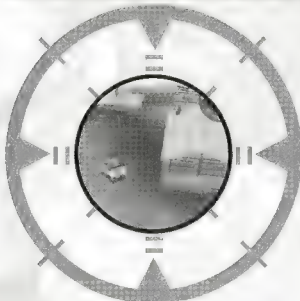
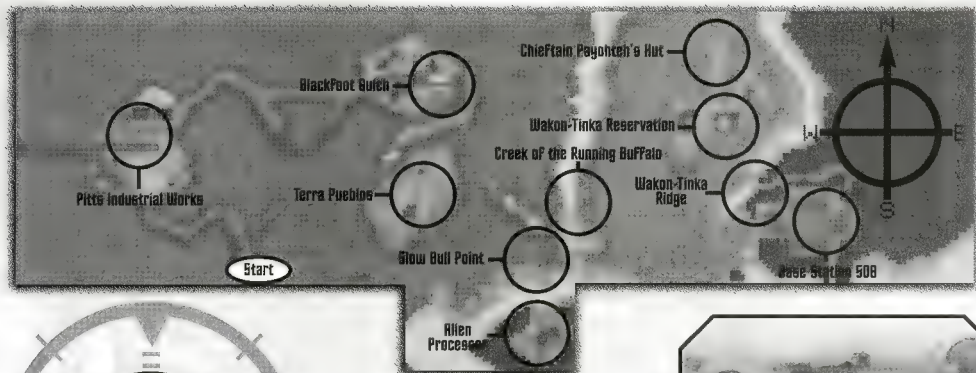


After about 30 seconds of walking you get a warning that a Harvester wave is attacking the village up ahead. Get your butt over there and stop the carnage!

You find yourself in a remote village. Most of the buildings are unfortunately boarded up, but there is an Alien Artifact in a building to the left. To the west side of the houses is a garage with a police vehicle parked outside.

Drive the police car over to the northeast corner of the village, where a sign reads, "Take east path for Blackfoot Industrial Works and Blackfoot Gulch." You have seen everything your current location has to offer, so follow the sign's advice and take the canyon that leads away to the east.





On your way, you come under attack from large bugs. As usual, the rifle from long range or the machine gun close in do the job nicely.

At Blackfoot Industrial Works you receive another message from the black-suited alien. He tells you that he never expected you to get this far, but he's getting bored of your interference. You are attacked. If you follow the direction of the missiles that are being fired at you, you'll see the alien standing on a small building.

Grab your rifle, find a nice spot, and let the dark alien have it! When you have drained his energy by about a half, he disappears in a cloud of green smoke and you receive another message. He says he'll finish this another time!

With that little problem out of the way, another one instantly appears: Huge scorpion-like bugs attack from three sides. Access the fastest-firing weapon you have, concentrate on one at a time, and keep firing!



Now get the Sand Minx buggy from the north corner of the village. Exit on the eastern road—you know you're on the right track because a sign reads, "You are now entering Blackfoot Gulch."

As you drive through this canyon section, two airborne aliens attack you. Use the manual targeting system to take care of them.

SAND MINX

WEAPON:

NONE

SPEED:

3/5

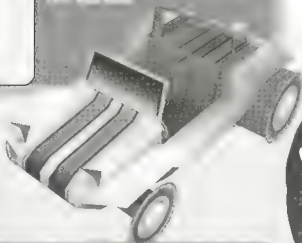
DAMAGE:

2/5

FUEL:

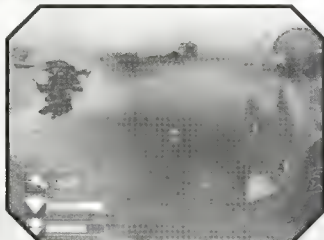
5/5

As its name suggests, this small buggy is great for ripping across sand at high speed! The Sand Minx is excellent on fuel but has no weapon and cannot take much damage, so try to



...INCOMING TRANSMISSION...

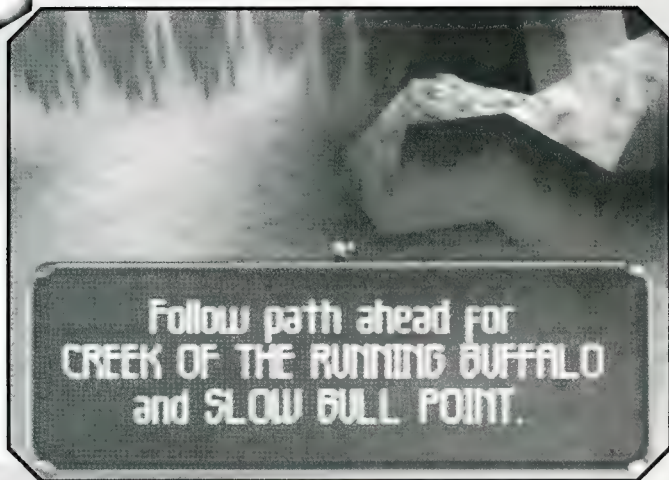
It's best to kill aliens as they appear. They will only increase in numbers!



As you approach the village of Blackfoot you receive a message from Daisy. She tells you that "something" has been very busy in this area and you should watch out! As you turn the corner, you can see what she was talking about—three huge sand snakes are attacking the village. Concentrate your fire on one at a time for the most effective results.

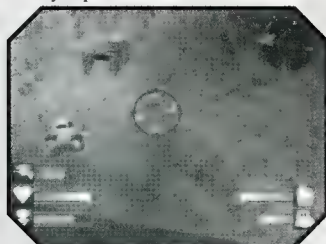
As you look around the village you'll notice that pretty much all of the buildings have been destroyed. However, to the extreme south you'll find a large white house still standing. Go inside to find a rocket launcher with five shells ready to go.



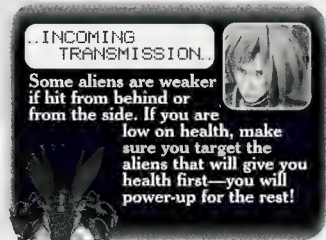


Exit the house and walk to the northern corner of the village. Here a sign directs you to the next section straight ahead. Unfortunately, the way is blocked by a rock slide. Hmmmm, maybe if you use the rocket launcher? Stand well back and blast the obstruction into tiny pieces!

Follow this canyon until you reach another sign. This one tells you that the creek of Running Buffalo is to the north, while Slow Bull Point lies to the south. At this point you also receive a new mission directive: You must gain access to the military outpost in the area marked.



Head to the north, where you find a Monster Bug car, which can travel across water, don't forget. Continue north until you reach the entrance to a cave. Inside you'll find a rifle, some ammo, and an Alien Artifact.



...INCOMING TRANSMISSION...

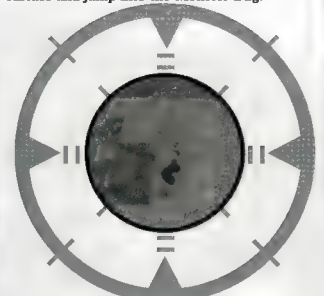
Some aliens are weaker if hit from behind or from the side. If you are

low on health, make sure you target the aliens that will give you health first—you will power-up for the rest!

Head back to the signpost, then go south. Before long you must choose between a left or right turn—watch out for the lazars. Go right and into the small cave. When you're underground, turn right and go down the manhole.



Follow the passageway until you reach a room filled with green water, where you find a valve handle and a weapon crystal. Operate this to stop the water from filling the caves. Now head back to the start point and you'll notice that a secret door has opened to reveal another manhole cover. Go down here and open all the treasure chests to get the top section of a totem pole. Head back to the surface and jump into the Monster Bug.



From here go east. Be quick, as you come under attack from aliens on the hilltop above. It's better to simply outrun these aliens. Just to the east you reach a sign that tells you the Wakon-Tinka Reservation is beyond the pass ahead—this is where you should be headed!

...INCOMING TRANSMISSION...



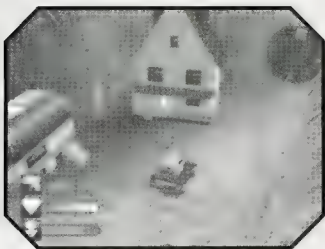
When fighting aliens on foot use plenty of sidestepping whilst aiming. In a vehicle it is best to drive backward while aiming.

When you arrive at the reservation, destroy the waiting bugs and then take a look around. The small trailers throughout the site are all empty, making the place seem almost dead. From the point you enter the site, go directly north.



You'll find another Monster Bug parked up ahead. Leap out of the one you're driving and take the new one instead. It has much more fuel and has taken less damage. To the north of this





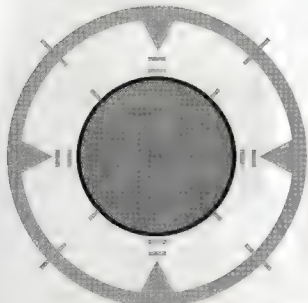
location is a track leading into the hills and a sign. It says that this is the path leading to Chief Payohteh's hut



Go up the track and enter the building. The chief tells you that you have crossed ancient burial grounds and you must appease the elders of the tribe. He opens a secret room at the rear of this area.

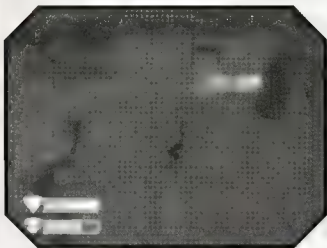
Inside the secret place, read the stone tablets on the wall. They tell you that the sacred totem pole of the tribe has been split into three sections and lost for centuries. Only one section has ever been found, which leaves two pieces missing! The tablets go on to say that until the remaining two pieces are found, the people of the tribe remain unsafe.

Check the chest directly in front of the stone tablets. You find the mid-section of the totem pole—and don't forget that you got the top section from the caves a little earlier. You only have one piece to find! Check the two treasure chests on the opposite side of the room; both yield health icons.



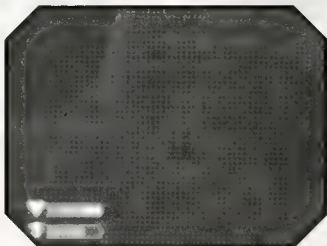
Now leave the house and jump back into the Monster Bug. You should see a track leading to your right. This takes you to a cave entrance. Inside there's a valve handle on the right-hand wall

and a manhole cover at the far end. First activate the handle to release pressure in the caves below and make them accessible. Now use the manhole.



The room you find yourself in has two manhole covers, one to the right, the other to the left. At the far end of the room is a table. You should go down the manhole on the left. At the bottom of the ladder, follow the passage until you reach another manhole cover. Go down, then right and down the next ladder. Once in the lower chamber, walk across the water-filled room and up the ladder that's on the opposite side.

You're now in a room with two ladders—one leading north, the other south—and a valve handle on the far wall. First activate the handle then climb the ladder that leads to the south. You come up in a small L-shaped room. Next go left and down another manhole.



Now walk over and use another valve handle. This lowers the water level in the chamber below. Go down the manhole and into the lowest section of the underground network, where you find a small room. Walk over to the far wall and it opens, revealing a treasure chest. Inside is the final piece of totem pole!



Head back to the surface and the chief's house. Give him all three pieces of the totem pole and in return he gives you a vision of what the future holds for you, in the form of a cut scene. Watch carefully as the images are important.

Leave the house and head east in the Monster Bug. Soon you reach a sign that tells you Wakon-Tinka Ridge is just ahead. It also warns that vehicles are not recommended past this point, so leave the Monster Bug and follow the track on foot.

Follow this path past the ridge. Before long you come to a small cave. Go inside and follow the chambers until you reach the staircase that marks the exit.

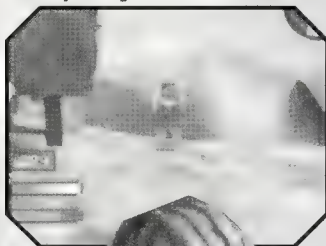


You now find yourself in the hidden military base. First check the barracks—you'll find a rifle, a machine gun and ammo, and health! Now jump into one of the helicopters and call up your map. The mission directive has changed: You must now head to the processor and destroy it.

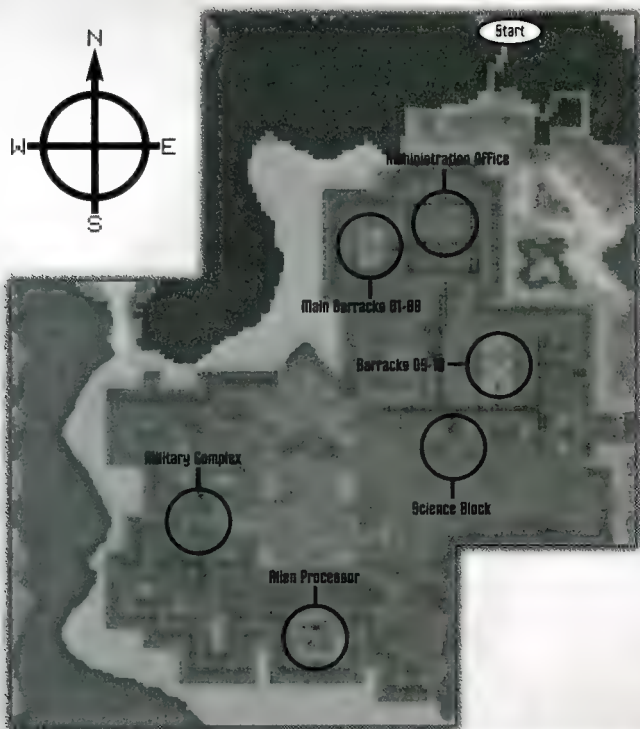
Use the map to set your course and the compass for directions and you should find the processor without a problem. As you approach in the Huey, two aliens attack from either side. Deal with these two before wiping out the processor itself.

You can use the helicopter to circle and attack, or you can land and use your own weapons. We recommend using the helicopter because you're less vulnerable to alien fire than you'd be on foot.

With the processor gone, save your game with the status beacon and once again check your map. The shield portal is to the east, just below the military base. Use the Huey to fly there, then get out and walk through the portal. Get ready for Stage Three!



STAGE THREE



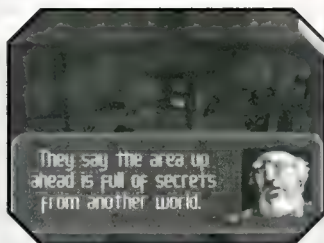
world—he has seen things that could turn your hair white!



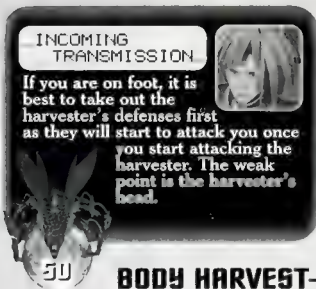
Go over to the east wall and down the steps into the basement, where you find a weapon crystal, machine gun ammo, and health. With these goodies collected, go back up to the main room. The old man has gone—in his place stands a man in a black suit, complete with FBI shades! He tells you that you should listen to the old man. The base is off limits to *all* civilians.



First look at your map. The new mission directive is to locate the main compound entrance to the south—it's marked on the map. Head there on foot.



At the end of this canyon section is a sign that tells you Clamptott's Lodgings is to the east. Go that way and when you reach the house, go inside and talk to the old man. He tells you that the base nearby has secrets from another

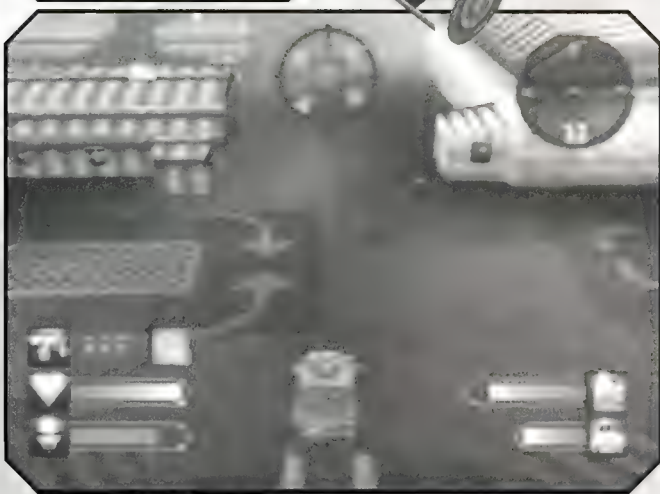


Leave the house and you should be able to see a path that leads away behind it. Follow this track south, then east. You're attacked on the way by a fleet of flying aliens, so be ready with the machine gun.

You are now in what looks like a dry riverbed. Take care, because you come under attack from bugs that tunnel under the ground and pop up to attack. Be ready. Parked on this drained riverbed is a Sand Minx, so jump in and head south.



Follow the track south until you can see the eastern exit to the base. One of the gates has been destroyed, so you can enter. This completes the first mission directive, now you must destroy the alien processor, and you have to explore the base before you can do that.



MILLER JP3

WEAPON:

MACHINE GUN

SPEED:

2/5

DAMAGE:

3/5

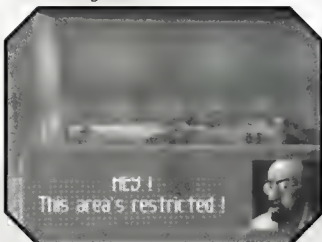
FUEL:

5/5

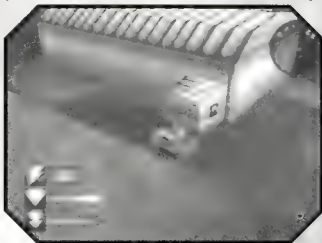
This military truck is equipped with a deadly rapid-firing machine gun. It's also well protected by a thick layer of armor. But it's slow and has a wide turning radius, which can make maneuvering it around the landscape difficult, particularly when under pressure from aliens.



Continue driving along this road until you reach a left turn, where a sign tells you that this is the research area. Drive in and jump out of the jeep. Go through the red door into the large white building.



Inside you find ammo and a scientist. He doesn't know who you are but proceeds to tell you that he worked on nitro fuel for the military.



Leave the building and get back into the jeep.

Now drive out of the research area and go north. Go inside the large hangar to the left to find some health and, more importantly, some nitro fuel. Grab this and leave.

Get back into the Miller JP3 and drive to the large double doors that lead to the restricted area of the base. You should use the nitro fuel, as it increases the speed of the jeep and allows you to get through before the doors shut!

...INCOMING TRANSMISSION...

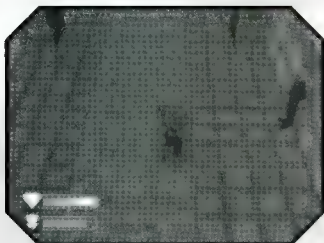
Once you start attacking a harvester it will stop eating humans, but it will beam in more aliens.



When you enter this new zone, take out the Harvesters then go directly north and into the administration office. There's a staircase on either side of the main lobby. Go up the stairs to the right, where you find lots of top secret information and ammo for the machine gun.

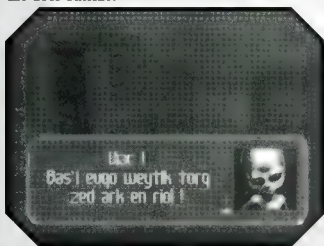
Return to the lobby and go up the steps to the left, where you can find more secret information, plus a red access card and ammo. With all this stuff collected, go back down the steps and over to the door on the far wall. Use the access card and go through.

Search the crates to gather goodies—you can find ammo for every weapon on this world here. Now use the steps to reach the room below. Collect more power-ups and go down another flight of stairs. You find rocket launcher ammo and yet another flight of stairs. Once again, search the room then use the next staircase.



Now you find more pick-ups and a military policeman. He won't speak to you, so go through the door on the opposite side of the room. Take the door in the north wall, go right, and climb the stairs.

You're in a room that has two doors. The one in the north wall leads to a restricted zone, the other to the outside. Inside the restricted zone is a spaceship module and some movie cameras, but little else. Exit this room and take the door outside.

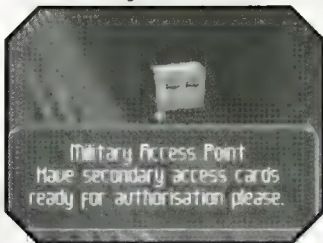


In front of you is an entrance to another military complex. Go inside. You're in a large room that has a number of pick-ups available from the crates and lockers. You also meet an alien! You can



talk to him but he doesn't speak your language.

Exit through the left door. You're in another large room with even more pick-ups. Grab the loot and exit through the door to the south.

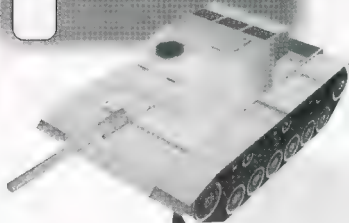


You're back outside in a small compound. In front of you is the entrance to a bunker; two heavy military vehicles are nearby. Walk over to the bunker.

REM PATON

WEAPON:	ROCKET LAUNCHER
SPEED:	2/5
DAMAGE:	5/5
FUEL:	5/5

This is another military vehicle that's built like an ox. This baby can take an amazing amount of damage and comes complete with its own rocket launcher—just the thing for flaming bugs in a hurry. The Paton's only drawback is low speed, but that's a small price to pay for such strength and power!



RAPIER LAUNCHER

WEAPON:

MISSILES

SPEED:

3/5

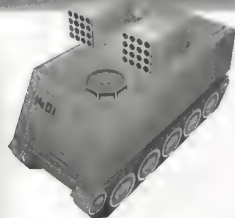
DAMAGE:

5/5

FUEL:

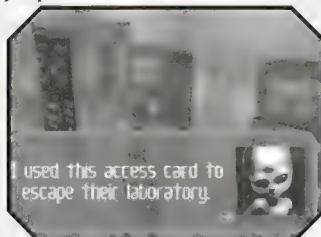
5/5

The Rapiér Launcher looks similar to an armored personnel carrier, but this beast fires missiles and doesn't carry troops! It can launch a missile every two seconds or so and is just the thing for bug extermination! Besides good firepower, the Rapiér has a tight turning radius and is economical with fuel; the downside is a low top speed. You can't have everything!

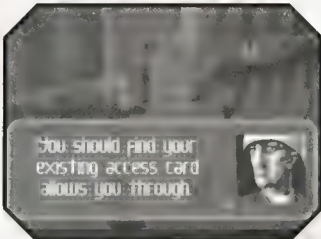


The sign outside the bunker says that you need secondary access, which you don't have. Go inside and check the lockers and crates.

Inside one you find a translator. Grab this and head back to the main building—this translator lets you talk to the aliens you met earlier! Destroy any bad aliens that are outside, which helps to calm the military people who object to your presence.



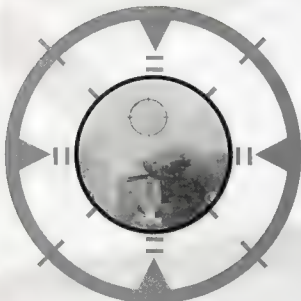
The alien tells you that your planet is in great danger—the bugs harvested his world to extinction and you cannot let the same happen to Earth. He gives you the green level two access card, which enables you to pass through the security check at the bunker, so head back there.



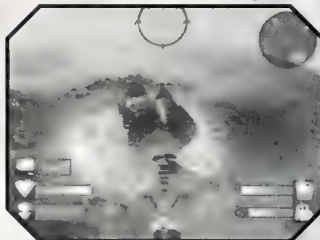
The MP inside tells you that the access card can get you through to the next section and that you should talk to a military person, as they may be able to help you. Go through the door and

you find something that looks like an alien craft, along with some pick-ups in this first room. On the far wall is a door that leads outside.

The moment you leave the safety of the building you're attacked by a Harvester wave. Use the machine gun and whatever else you need to let them have it! With this wave of bugs exterminated, walk west and into the large white hangar. A black-suited man tells you that access to the hangar is restricted, but if you help destroy the bugs that have taken over this section of base to the east you can use military equipment.



Go outside and jump into the helicopter. Now simply fly to the east and lay waste to the bugs and the alien processor. Use the 'copter's missiles and ability to avoid fire to maximum effect and you should be okay. As usual, concentrate your fire on the processor itself. When it's dust, so are all the other bugs!



Now Daisy sends you another status beacon. Immediately after the beacon has been sent you receive another message—this time from the dark alien! He tells you that you're a persistent maggot, but you have no chance of outsmarting him. He has activated devices that he stole from the military base!

Quickly save your game and then fly over to the shield portal, dust east, and go through.



STAGE FOUR



your game, so you can try over and over until you get it right.

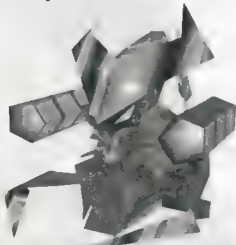
When you have destroyed all five devices, Daisy congratulates you and tells you that all that remains is the main shield generator. Leave this sector and go back through the shield portal you just used.



You find a Rapier Launcher parked here; use this to head west, back to the military base. Get into a helicopter and head over to the shield generator. It's marked in the center of the map, so you can't miss it.

When you enter the final area you are immediately attacked. There are airborne bugs besides the usual ground-based ones. Remember, only take these out when it's completely necessary. Concentrate your fire at the generator, take out the four missile batteries, then the tower itself to destroy it totally. The rest of the aliens will die with it.

You now get one final chance to save your game before you have to take on the boss!



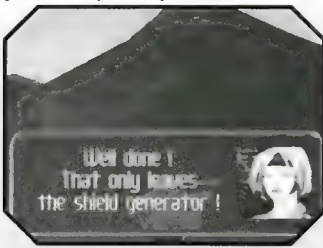
INCOMING
TRANSMISSION

Mutant aliens are waterproof—they will even chase you into the sea so there is no escape from their wrath!



This stage is a race against time. You must find and disable all five Doomsday devices before they explode—and you only have two-and-a-half minutes!

(indicated by a red dot), or follow the red pulses on the ground, then use the rifle to destroy them one at a time from a safe distance. You cannot move in close on these things and use something like the machine gun because they're simply too powerful—they can kill you in three shots!



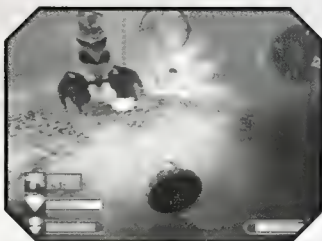
This is one of the toughest missions in *Body Harvest*—time is short and the Doomsday devices are dangerous and time-consuming to destroy. Luckily you just saved



This area is a simple maze formed by hills, with the Doomsday devices located throughout. You can use your compass to locate the devices



SHIELD GENERATOR



stay away from it. As soon as he lands, unload as many shots as you can. It takes about four or five repeats of this sequence to kill the boss, so while you're avoiding him, be on the lookout for health—they can be the difference between winning and losing!

When you strike the final blow, the boss disappears in a shower of flames and you're ready to take on the fourth time zone—Siberia, 1991!



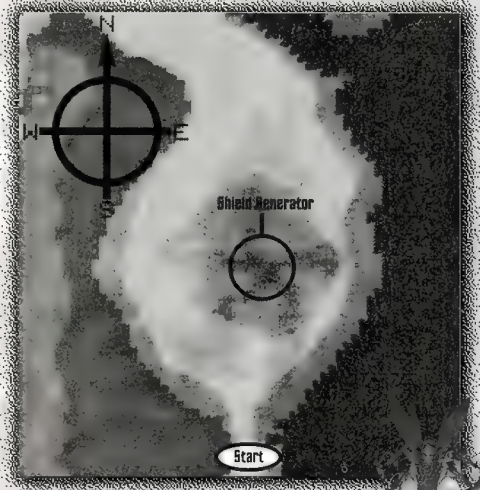
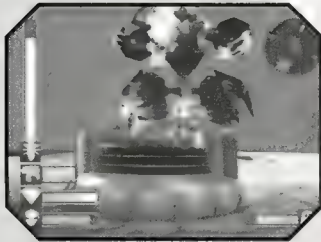
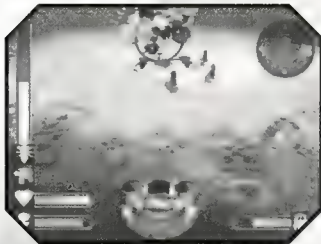
This boss, Moloch, starts off tough and gets worse! He attacks you with lasers and buzzsaws that roll around the battle area, causing damage to you whenever they strike the Alpha tank. You must avoid these by skillfully maneuvering the Alpha tank or, better still, destroy many of them with well-aimed cannon

blasts. It's not good to destroy them all as they will provide health power-ups for later on.

Your first goal is to attack the buzzsaw generator, then attack the boss and drain his first section of energy. Keep your fire trained on him whenever you can. Employ a circling tactic; it works very well here, as long as you don't bump into the hills that form a rim around the area. Make sure you pick up all the weapons power-ups Moloch drops—these are again essential.

Next, concentrate your fire on the creature's two huge claws. Each has its own energy bar and must be destroyed individually. This requires more skillful control and a constant attack. He retaliates with fireballs from his claws, so be careful. Look for health power-ups dotted around the battle area; they'll save you when your energy is running low.

With both claws eliminated, the boss's tactics change. He leaps up and crashes down near you, sending the tank flying through the air. If he lands on you—you're finished! When he's airborne, keep an eye on his shadow and

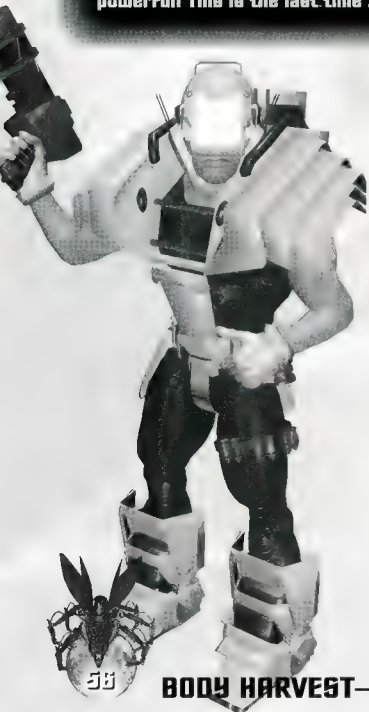




SIBERIA 1991

The Fourth time zone is set in the Freezing conditions of Siberia; the year is 1991.

The snow is falling slowly, but it still makes things difficult. It's the green haze covering the level that makes things tough, particularly when you're under attack from the bugs. Don't forget that as the years have passed, the aliens' intelligence has been growing and they have been getting more powerful. This is the last time zone before the final time zone, which takes place on the aliens' comet!



As you exit the capsule, Daisy tells you that she's picking up some strange readings in this area. When you check the map screen you see that your first mission objective is to find out what's causing these readings!



From the start, go north, where you find a car. Jump in and drive to the nearby house. Go inside and grab the health power-up. Back outside of the house you should notice a human wandering around.

But watch out! Get too close and he'll try to eat you! He's been taken over by the aliens in some way and is in a zombified state. Use your pistol to stun him.

As soon as you get back into the car a Harvester wave alert appears onscreen, so follow the arrow until you reach the village. You only have a pistol at this point so be smart and pick off the bugs safely and methodically. Just don't take too long or humans will die!

VLADACAR

WEAPON:

NONE

SPEED:

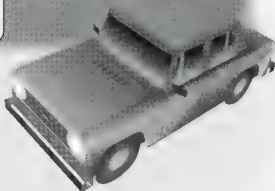
3/5

DAMAGE:

1/5

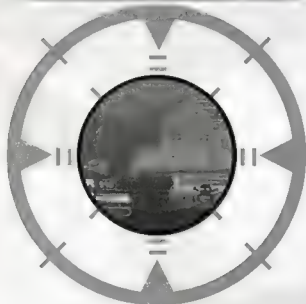
FUEL:

5/5

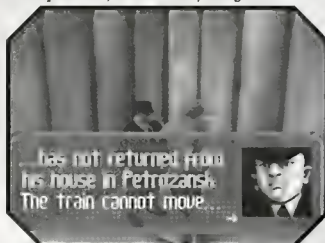


INCOMING
TRANSMISSION

Siberia has the most visibility problems. Use your radar to detect aliens and vehicles to help you overcome the snow and haze.



From here, take the car and head north. If you check your map you'll see a railway station. Pull up outside, leave the car, and go in.



The station master is really upset. He tells you that the driver of the train that runs to the chemical works has not returned from his house, and the station master needs the starting handle that the driver has. The station master asks you to find it. Accept this sub-mission, leave the station, and jump back into the car.



On the map, locate the village of Petrozansk, where the driver lives. A wave of bugs appears as you enter the village; quickly annihilate them as best you can with the limited weapons

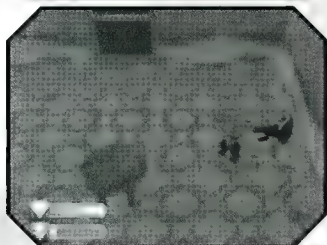


you have. This place is overrun with mutated humans, so be careful. You can spot humans who have been taken over because they walk around with their arms out, in a kind of trance.

...INCOMING TRANSMISSION...



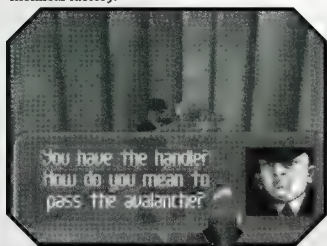
There are mutated people in Siberia. At the start of stage one you can run them over and shoot them with a clear conscience.



Now leap out of the car and investigate the two wooden buildings that are in the center of the village. One holds a health power-up; the other is where you find the train driver. Speak to him and he tells you that some gas escaped from the chemical factory, which explains why humans around this area are acting so strange.

The train driver tells you he hid the starting handle in the basement, then opens a secret door. Go down the steps and open up the chest. The handle is all yours!

As you exit the house you receive a new mission directive: You must get to the source of the gas leak, which is the factory in the north. But first, take the starting handle back to the station master. He tells you that you can use the train to get through an avalanche and reach the chemical factory.



You have the handle. How do you mean to pass the avalanche?



LOCOMOV

WEAPON:

MACHINE GUN

SPEED:

2/5

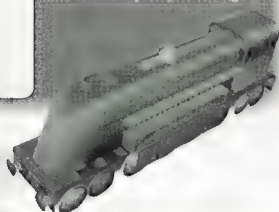
DAMAGE:

5/5

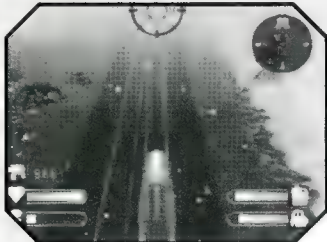
FUEL:

5/5

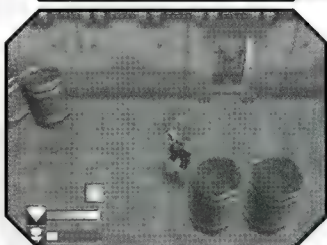
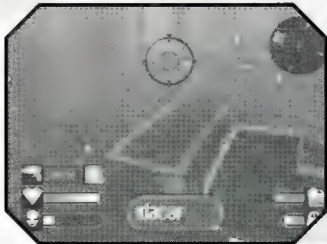
This huge train is the key to smashing through the avalanche that blocks the route to the chemical factory. The Locomov is rather slow, but has a machine gun for blasting bugs and can take plenty of damage.



Leave the building and jump into the train. You drive this like you would any other vehicle, except you have no control over the direction—you just follow the track. As you reach the avalanche, just smash right into it and the train does the rest. You're attacked en route, so snuff out the bugs as you go along.



Soon after the avalanche site you arrive at a second station, where you're alerted to a Harvester wave. Stop the train and head over to the village that lies to the east. Find the APC and use this to lay waste to the bugs. Now travel to the chemical factory—the APC is quick and powerful.



Inside the factory, follow the corridors until you reach a room that has two doors and a treasure chest. Open the chest, grab the goodies, then go through the door that leads north.

APC

WEAPON:

MACHINE GUN

SPEED:

3/5

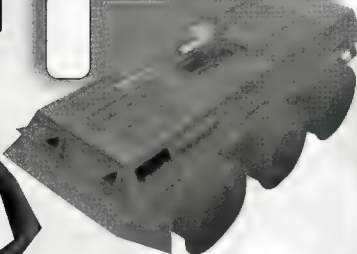
DAMAGE:

4/5

FUEL:

3/5

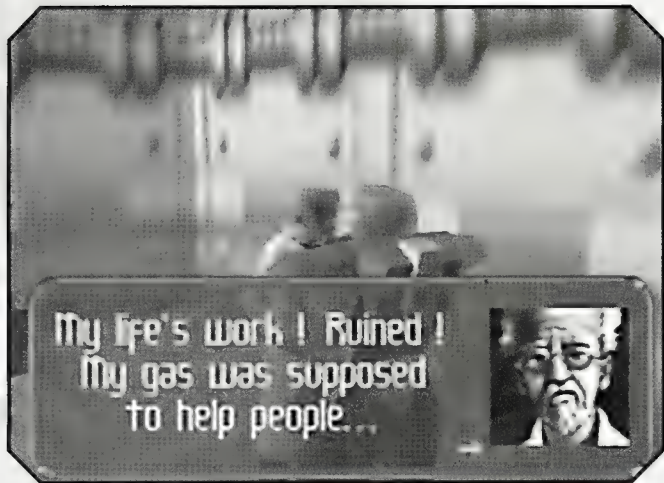
This armored personnel carrier is great; it's one of the best all-purpose vehicles in this time zone. It comes with a machine gun for bug bashing and can take a good deal of damage, plus it's fast and economical with fuel.



...INCOMING TRANSMISSION...



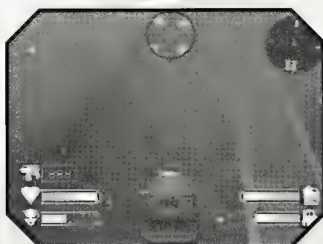
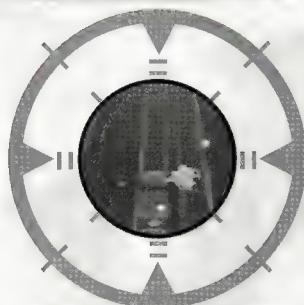
The train is a simplistic vehicle. Use the A button to advance along the track and B to brake—you can't steer so just enjoy the ride.



You find a professor. He tells you that his life's research has been ruined—the black-suited alien contaminated the gas! As this point you get another message from the dark-clad warrior himself. He says that once again you are too late!



Now leave the chemical factory. When you step back outside, you see another cut scene. This one shows the guy in the black suit jumping into the train and slowly pulling away. You must quickly leap into the APC and destroy the train before it smashes into the shield portal and contaminates the entire area. If you're too slow, the people in the nearby village are contaminated and the body count gauge goes up!



Now you must deal with two Harvester waves. Follow the arrows as quickly as you can and use the machine gun to do the job as quickly as possible. Don't hang around or you'll lose even more people!

With this task out of the way, Daisy sends you a message. The new mission directive is to head to the processor and destroy it.

To get to the processor you must cross the water to the south. You must use the hovercraft to do this. It is in a nearby village—the one you have just saved from a Harvester wave.

HOVERCRAFT

WEAPON:

MACHINE GUN

SPEED:

3/5

DAMAGE:

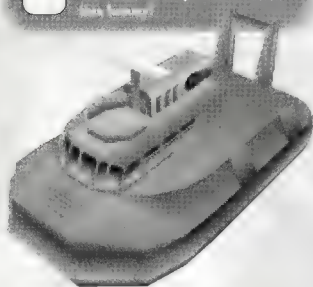
3/5

FUEL:

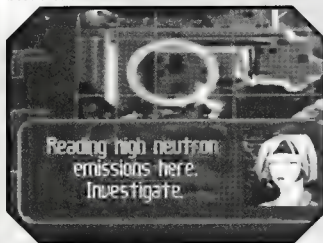
4/5

The hovercraft is capable of traveling across water and land, which makes it one of the most versatile vehicles in *Body Harvest*. It comes with a machine gun fitted and ready to go with infinite ammo, it's fast moving, and can take a fair amount of damage. The challenge with this craft is the way it handles. The inertia means that steering it well takes time and practice, and on the fourth level you don't have

(Back to menu)



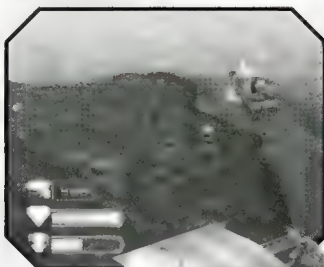
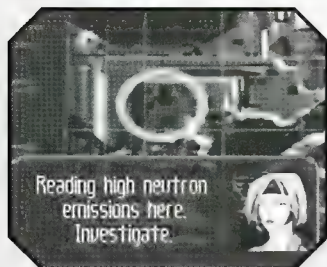
When you have the hovercraft, head directly south and destroy the alien processor. This is a challenge, because the inertia of the hovercraft makes controlling it quite difficult. Circling the processor while attacking is the best tactic.



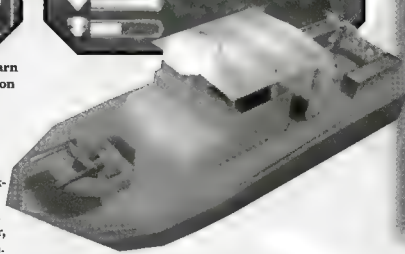
With this done, Daisy sends you a status beacon, so save your game. Head to the shield portal, which is directly west. Go through and be ready for Siberia's second stage.



STAGE TWO



First check the map screen, where you learn that you must investigate the high neutron readings in the circled area. From the shield portal, go west and you'll find a gunboat. Jump in and head south to the research center. As you sail across the water you're attacked by a group of shark-like creatures. They're very powerful; it's better to avoid contact with them altogether, rather than try to fight them.



GUNBOAT

WEAPON:

MACHINE GUN

SPEED:

3/5

DAMAGE:

1/5

FUEL:

5/5

The gunboat proves to be a good alternative to the helicopter's quick access to control, but not the obvious disadvantage of being confined to water. It's excellent at fire and for machine gunning you a great way of attacking the bugs. However, don't be deceived—the gunboat is particularly vulnerable to air try to stay clear of confrontation.

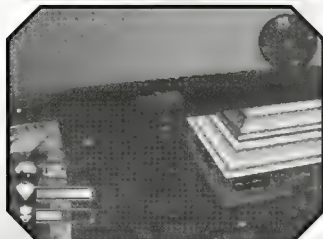


When you arrive at the shore to the south, jump out of the gunboat and you're immediately attacked by a huge Harvester wave. It's time to grab your machine gun and annihilate some bugs—big time!

...INCOMING TRANSMISSION...

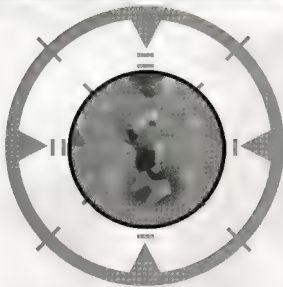


When you come ashore and there isn't a land vehicle available, press the C buttons to roll out of danger while using manual targeting.

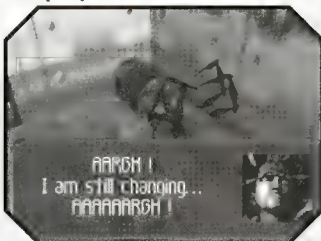


Now to the south you find a small village. Use the APC to continue to go south till you find the research base that Daisy mentioned. As you drive through the canyon you're attacked by a huge group of Harvester aliens, so use the APC's onboard machine gun to blast them into oblivion.

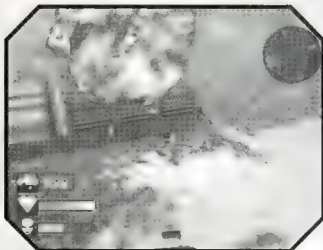
Enter the research center through the main door. You find yourself in a room with two doors, one on the far wall, the other to your left. Go through the left door. In this small room you find lots of much-needed machine gun ammo. When you have collected it all, exit back to the first room and go through the other door.



From here ignore the door directly in front of you (it's locked) and go left instead. You reach a door that leads to the bio-research area. Inside is quite a surprise—on an operating table you see a man who's turning into a bug! He tells you that Professor Legopov did this to him. You should take the access card from the treasure chest and leave quickly! Get the card and exit this room.



Now, using the access card, go through the door directly in front of you. Make your way through the next few rooms and exit through the final door. A cut scene follows, showing the base being destroyed!



As soon as the cut scene has finished, be ready for a big fight. The man you saw earlier has completed his transformation and become a massive mutant! Jump into the hovercraft and use this to kill the mutant—it's much safer than being on foot. Just two of the mutant's attacks are enough to kill you!



With this giant bug gone you can get the rocket launcher by going to the village and finding Legopov's house (there's a sign outside). Go downstairs to pick up the weapon. Now use the hovercraft to head west. Go back toward the sea (the point where you left the gunboat earlier) then west, where you find that the sea lane has been blocked by a huge iceberg. Daisy tells you that it's melting, but you still need some serious firepower to clear it. Jump out of your hovercraft and use the rocket launcher to do just that. Two shots is all you need with this kind of firepower!

When you have taken the hovercraft into the next section, a Harvester wave alert is given. Head south to a village and kick some bug butt. The aliens are getting more powerful, so watch yourself.

Leave the hovercraft and jump into the nearby car. Have a look around the village and check out the house that can be entered. You'll find weapons, health, and fuel, all of which will come in very handy!

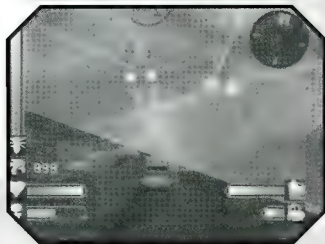


Check your map and you should see a track leading west from the village. There's an APC hidden behind one of the buildings in the village. Use it to follow the track through the mountains. You come under heavy attack on this route, so be

...INCOMING TRANSMISSION.



Before you jump in the bulldozer to destroy the pump houses, drive around the route in a car so you know exactly where to go.



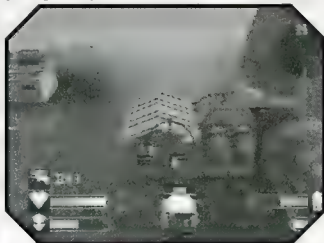
alert and ready to attack with the machine gun. No other weapon has the load or fire rate to cope with the bugs at this level.

This track leads to the nuclear plant. As you enter the grounds of the top secret installation, Daisy sends you a message. She has detected a huge power build-up in a nearby building and you should investigate.

After you enter the grounds of the plant, go into the first building you see. The worker tells you that the station is overloading and to avoid a meltdown the pump houses must be destroyed!

Leave the building and jump into the bulldozer outside. You must circle the site and demolish the five pump houses by smashing into them. You have 40 seconds to do this, so be quick! Circling the

main building counter-clockwise seems to give the fastest route. If you fail to complete this task in the given time, the entire power plant melts down and all the people inside are killed! This failure raises the body count gauge to a dangerous level, so you'll probably have to start the stage again.



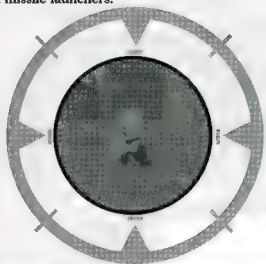
With this task done, head back to the worker you spoke to earlier. He tells you that you did an excellent job, but now the reactor is getting too hot. You should go through the door to the left and grab the key that allows you to enter the reactor area. Your task here is to reach the workers and find out what has happened.

Once you're inside the main reactor, take the door on the far left-hand side, where you meet a worker who tells you he has been shot by a black-suited man. He also says that he's started the plant's meltdown safety procedure.

Go through the door on the far wall and get ready to pull a series of levers in order. This must be done quickly, because you lose energy every moment you're in the room. The far left lever has already been pulled, so you must pull the middle-left lever, the lever on the far right of the room, and finally the one in the middle-right. This deactivates the reactor system and saves the plant, not to mention all the human lives. Use the decontamination system to the left of the door to restore health.

Leave the reactor building and you get a new mission directive: Head to the alien processor and destroy it. However, before leaving the nuclear

plant, drive over to the east corner, where you'll find a Spectre VTOL. This state-of-the-art fighter can fly like a helicopter and comes equipped with twin missile launchers.



SPECTRE VTOL

WEAPON:

TWIN MISSILE LAUNCHER

SPEED:

4/5

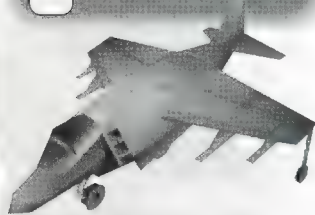
DAMAGE:

4/5

FUEL:

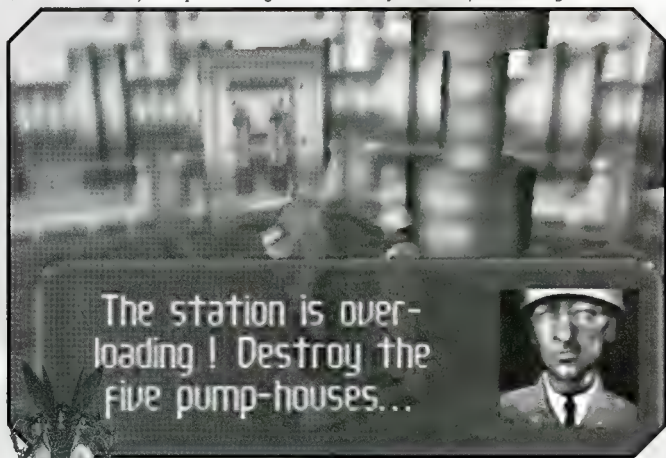
4/5

The Spectre VTOL is a state-of-the-art fighter plane off-and-bidirectional, a helicopter, and comes equipped with twin missile launchers, making it the perfect airborne weapon against the bugs! The Spectre VTOL can take a fair amount of damage and then recover, making it perfect for getting around the bugs.



Use the missiles to massacre all the bugs, then go for the processor itself. The best thing about the Spectre is that it can hover while you move it up or down. This makes it perfect for circling your target and unloading with as many missiles as you want.

With the processor out of the way, Daisy sends you a status beacon so you can save your game. Now bring up your map and locate the shield portal, found just to the north of the power plant. Make this your next location.



The station is overloading! Destroy the five pump-houses...



STAGE THREE



SKORPION RAV

WEAPON:

TWIN MISSILE LAUNCHER

SPEED:

2/5

DAMAGE:

2/5

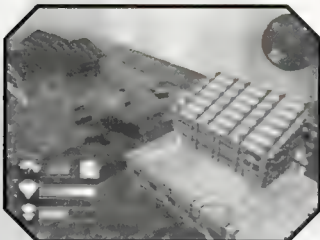
FUEL:

3/5

The Skorpion RAV is rather similar to the APC, with one major difference: This baby comes equipped with twin missile launchers, making it one of the most potent attacking vehicles in the game. The downside is that it cannot take much damage and it's greedy with fuel, but this is a small tradeoff for the amount of damage you can deal to those aliens.



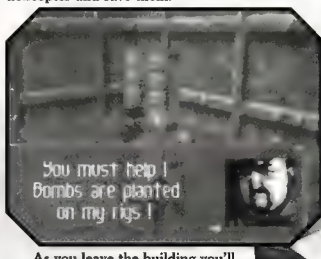
As usual, after you have passed through a shield portal, check your map. This tells you that the new mission objective is to locate and destroy the hidden processor.



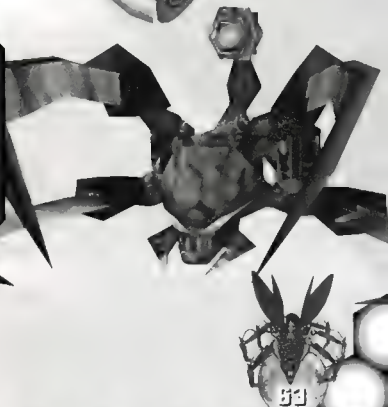
From the shield portal go east, where you find three small houses, one of which you can enter to find some goodies. Now take the red car that's parked outside and drive east.

When you reach the small military base, go inside the first building you reach—the barracks.

If you speak to the worried-looking man, he tells you that bombs have been planted on four oil rigs, and that you should take the Hangman B helicopter and save them.



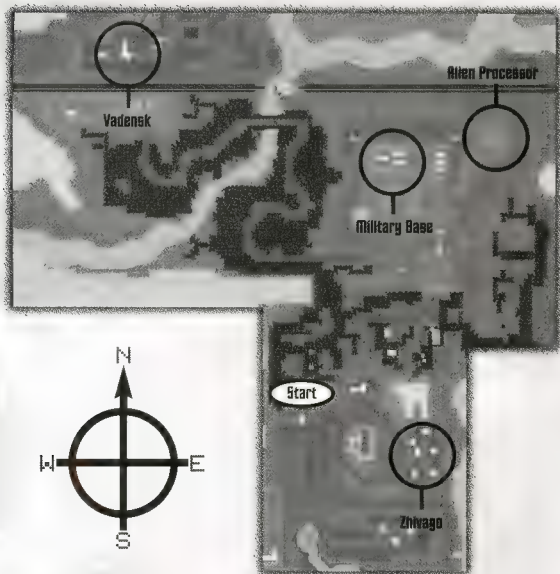
As you leave the building you'll notice that a timer has appeared in the top left-hand corner of the screen. You have a minute and 30 seconds to save all the men! Bring up your map and look at the location of the rigs. Take them in the fastest order, which is Oil Rig Adnah, Dvah, Tree, and finally Chetree.



3/5

BODY HARVEST—PRIMA'S OFFICIAL STRATEGY GUIDE

STAGE FOUR



You meet a clever scientist who has come up with an excellent plan. He tells you to take the tank that's parked to the southwest and destroy the aliens' communications system. Leave the building and go get into that tank. This powerful T-341 "Fist" is tough and has two onboard weapons, making it one of the most deadly machines in the game!

T-341 "FIST"

WEAPON:

76.2mm CANNON AND
7.62mm GPMG

SPEED:

2/5

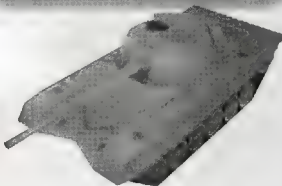
DAMAGE:

5/5

FUEL:

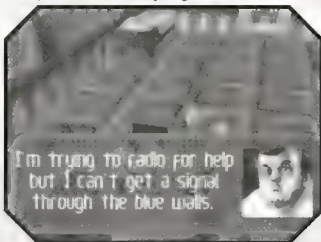
4/5

This tank is the most powerful in *Body Harvest*—it even gives you a choice of weapons! You can use the cannon or general purpose machine gun, giving you the choice of power or high rate of fire when attacking the bugs. The T-341 is also very strong and surprisingly easy on fuel. The only drawback is its lack of speed, but this is to be expected with such a heavily armored vehicle.



The first order of business is to check the map screen. Your mission directive is to get to the military base, where you can find useful information. There's a Skorpion RAV vehicle nearby—use this as it's great for killing bugs. You're soon attacked by a large group of bugs, so blast 'em for all you're worth. With them out of commission, follow the track that leads down into the village.

north in the car. Aliens constantly attack as you drive, so blast them as you go.



Before long you come to a white building that houses the radio operator. He tells you that he cannot get through to a friend, nor to the military base. Continue to follow the track until you reach a large courtyard area—large aliens will attack you.

To the north is a small building. Go inside and follow the rooms until you reach the exit. You now find yourself in the military base!

Walk over to the main building in the middle of the base and go inside. You're in a large lobby that has three doors—take the door to the left.



At this point the Harvester wave alert flashes onscreen, so follow the red arrow to the site of the problem and quickly destroy the bugs before they can do too much damage. Now head

There's a tough battle ahead if you use the tank, so instead go back to the base and get the Chinook or Hangman choppers. Follow the track that leads through the wastelands between the military base you've just left and the town of Vadensk. This task is made very difficult by the constant alien attacks. We are talking full-scale carnage here, in one of the toughest sections of the game so far.

The road leads into a small compound where you find the



Scud launcher. The next part of the mission demands that you safely return the launcher to the base. When you consider the minimal amount of damage the Scud can take, this is a tough task!

SCUD LAUNCHER

WEAPON:

LONG MISSILE

SPEED:

2/5

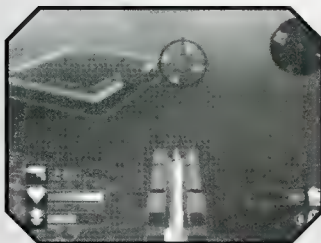
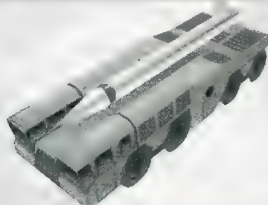
DAMAGE:

1/5

FUEL:

4/5

The Scud launcher is easily the most volatile vehicle in *Body Harvest*—a single attack from an alien and this bad boy goes up in smoke and takes you with it! Basically, you must avoid all contact with the bugs when driving this vehicle or you'll be in big trouble. The other problem is that the Scud launcher is so slow—the longer it takes to reach your destination, the tougher it is to avoid damage. Be very careful!

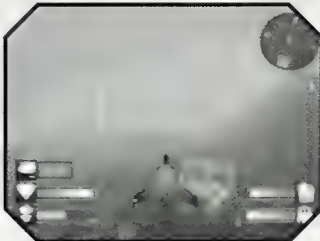


A little tactic that works well is to keep a close eye on the radar. Whenever you see a group of bugs approaching (indicated by red dots), quickly leap from the Scud launcher, retreat to a safe distance, and then destroy the aliens. They'll direct their attack at your position, not the Scud! This is tough on you, because you only have limited energy, but it only takes one shot for the Scud to go boom, so it's the lesser of the two evils.



Rather than drive the Scud back, you can take the Hangman B and use that to pick up the missile.

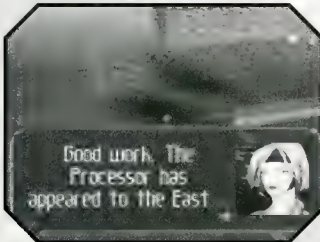
Back at the base, drive the Scud into the fenced-off area just to the east of the main building. Go back inside and speak to the scientist. He tells



you that the missile cannot be launched because something is draining the power!

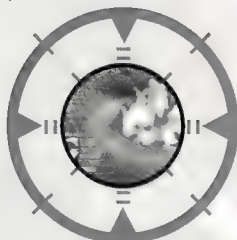
Leave the building and take the Spectre VTOL, which is found in the base. Bring up your map screen and look for the two small buildings (indicated by yellow squares) that are northwest of the village of Zhivago—check out the screenshot for a little extra help! Fly here and you'll find two giant jelly monsters sitting atop the buildings. Destroy them both to restore the power supply.

Go to the military base and see the scientist once more. He now tells you that you should take the missile launch code from the locker in the next room. Fetch the code, then go outside and get back into the Scud launcher and prepare to launch the missile! Aim the Scud toward the radio building in Vadensk—use the map to see

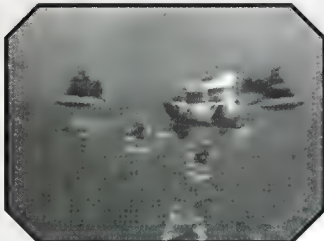


where this is. Now simply tap the fire button and watch this baby cause serious damage!

When the missile has struck, Daisy appears. She tells you that the alien processor has appeared east of your current position. Use the map to find the exact location. At the same time, a Harvester wave appears inside the military base, so lock and load!



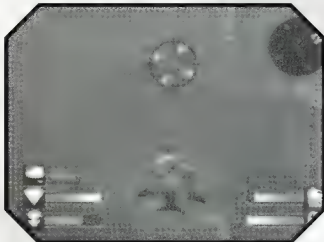
With the Harvester wave gone, take a nearby tank and head over to the processor. Using the tank you should have few problems blasting the alien processor into a million pieces. As usual, concentrate your fire on the boss; the bugs that surround it are simply there to divert your attention.



With this final processor of the Siberia time zone gone, you might think it's time to save your game and head to the shield generator. However, you have an emergency to attend to first! Daisy tells you that Alpha Command time-travel machine is under alien attack! You must return and help her.

Head north to find the Hormone helicopter and use this to fly back to Alpha Command. The Hormone fires missiles so you can easily defend yourself. You must go as fast as possible—Alpha Command is under constant attack!

When you arrive at the scene, blast the three attacking aliens quickly. The Hormone's missile launcher is perfect for this, so you shouldn't have any problems.

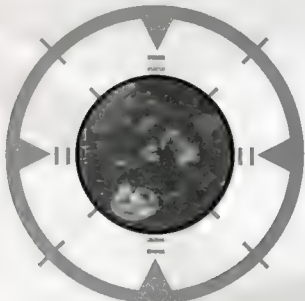
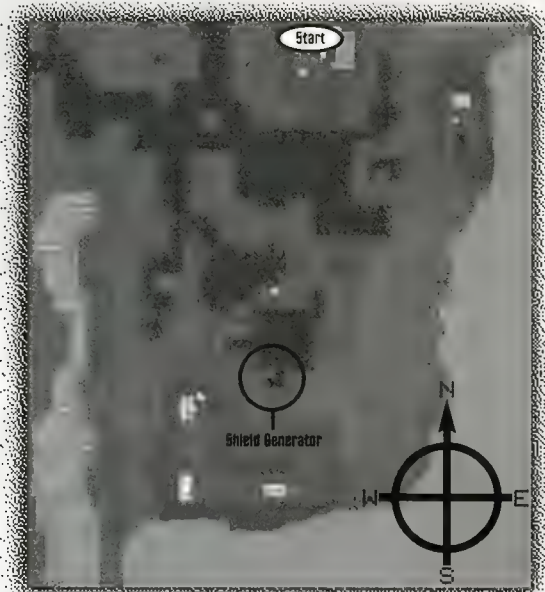


When the Alpha Command module is safe, head all the way back to the point where you recently destroyed the final processor. Here you now find a status beacon so you can save your game.

Head back to the military base to pick up the Spectre VTOL—it's perfect for the next section. Now use the map to locate the shield portal and generator to the south, the entrance is from stage one. Make your way there. The generator is again surrounded by a huge army of bugs that proves to be a real headache, particularly the airborne ones! Use the Spectre's VTOL ability to hover, turn quickly, and swoop down low to attack the aliens. When the coast is clear, turn your attention to the generator. You must destroy the four missile batteries and then the tower. Just keep your head, grab any health pick-ups that appear, and you should be okay!

Now save your game and be ready for the boss of this fourth time zone!

SHIELD GENERATOR

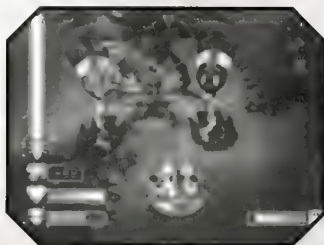


completely destroyed, then go to work on the next one. When an arm has been destroyed, it leaves a health power-up in its wake—a real help because your energy will be running low for sure.



When you have mangled both arms, the boss changes his attack pattern. He uses giant wings to fly around the battle area, attacking you with more laser fire, and all the time you still have the problem of the smaller flying bugs swarming around. The boss's weak spot in this form is his abdomen, so try to get behind him and then unload with all the firepower you have.

It takes several direct hits to knock him out, but when you do, it's time to sit back and watch the fireworks! Congratulations, you have completed the Siberia time zone!

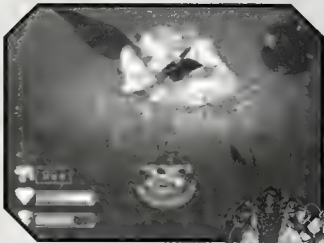


This is the final alien in the Siberia time zone and is easily the toughest bug you'll have met so far. When the battle begins, he attacks you with two huge cannons that are attached to both of his arms. These deadly weapons of destruction emit electrical energy that can continually damage your Alpha 1 tank. You must perform skillful dodging maneuvers to avoid taking too much damage.

The cannons aren't the things that make this boss so deadly. Throughout the battle he launches

smaller drone bugs that home in on your position and constantly fire small laser blasts at you. This may sound like a minor nuisance, but if you don't destroy these mini-aliens immediately, you may find a group of 10 or even more attacking you simultaneously! You must pick off these airborne attackers at every opportunity to keep the skies clear and yourself safe.

While you're keeping these pesky little bugs at bay you must also aim some of your fire at the boss himself. The weak points are his two arms. Concentrate on just one arm at a time until it's






ALIEN COMET 2016

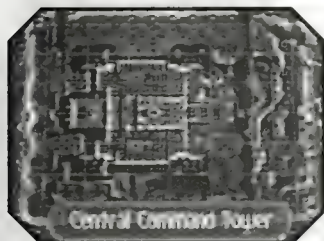
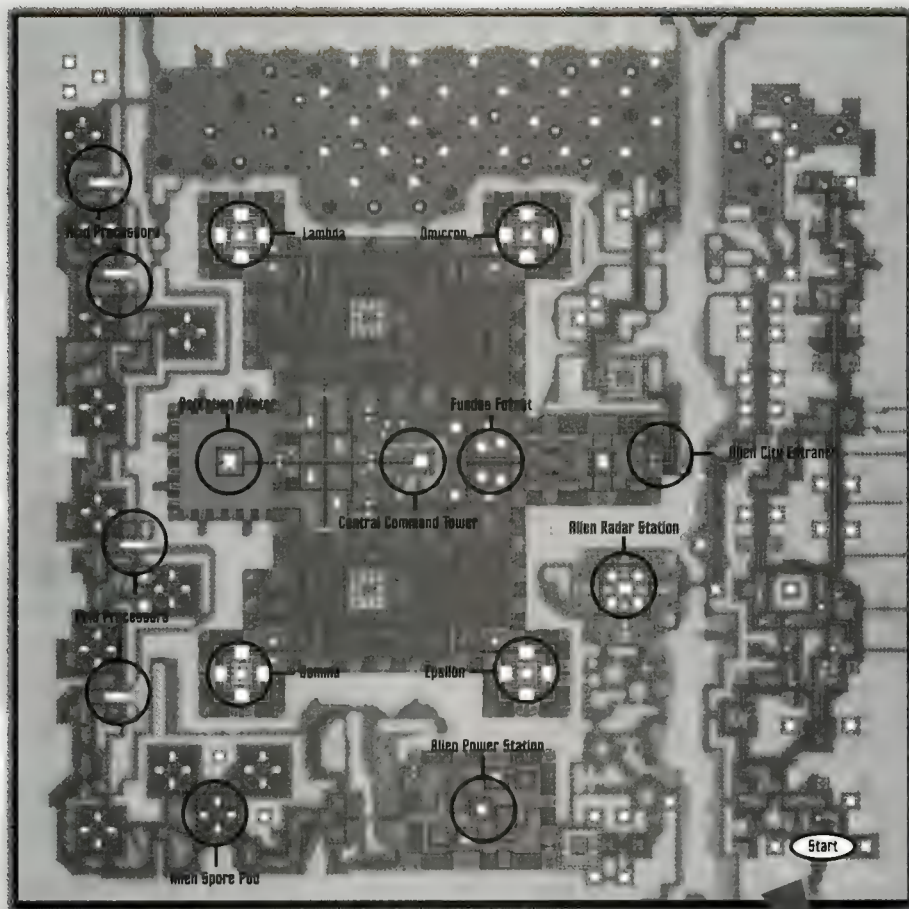
This is it—the Final level of the game! You're beamed to the surface of the aliens' comet as it orbits Earth in the year 2016.

There are fewer mission objectives in this time zone—it's basically a matter of methodically destroying the aliens and their technology. With few buildings, no people to communicate with, no alien processors to eliminate, and no shield portals to navigate, Alien Comet is a short, quick level compared to the previous four. However, it does involve many ultra-tough battles. Prepare yourself for an awesome challenge.



The format of this time zone is somewhat different to that of previous ones. There are no shield processors, generators, portals, or sub-stages; it's you against the might of the alien army in one big battlefield! Worse still, that battlefield is the bugs' home world and you're on your own.

Commander Daisy has been kidnapped and your mission is to get her back, then destroy the aliens once and for all!



At the start of the level you've got the Alpha 1 hovering tank, which comes ready to rock with a chain gun and infinite ammo. If you want more powerful weapons—and you *will*

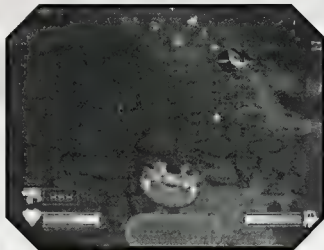
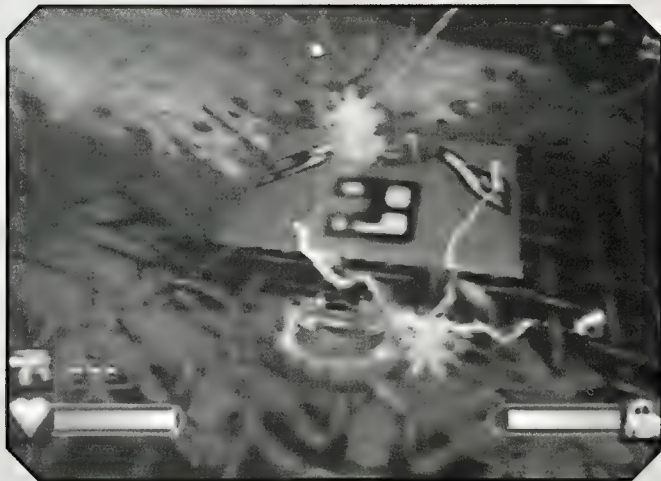
want them—you have to find them. So let's get to it and save Earth!

INCOMING TRANSMISSION

For this entire time zone you rely on the Alpha 1 tank. You won't last long without it, so look after it. If you had problems in previous encounters with this hovercraft-like vehicle, use the start of the level to practice your maneuvers. It doesn't matter if you die, since you can simply restart.

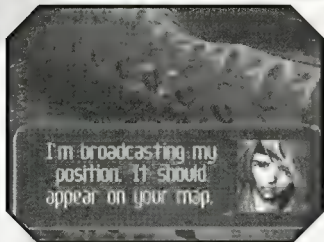


SEARCHING FOR DAISY



the crystals blow up a weapon pick-up is left behind.

You soon come to a beacon that emits electricity. If you destroy this (a few chain gun blasts will do it), you're given a chance to save your game before you enter the second section to rescue Daisy.



I'm broadcasting my position. It should appear on your map.



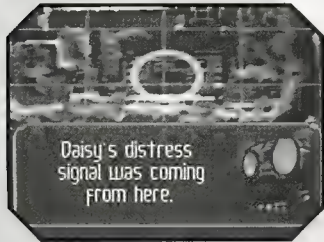
Go north first, blasting all the aliens on the way. Use the chain gun to destroy the basic bugs and gun turrets. Note that the aliens and turrets will regenerate, so don't wait around too long.

Whenever you can, stock up on ammo by destroying buildings. Different buildings give you different power-ups. Before long, you reach what seems like a dead end, but it isn't; just destroy the large statue-like object in the northeast corner and you'll get access to the next section.

As you move through this first section you receive a distress call from Daisy. She tells you that she has escaped but urgently needs your help. If you check your map screen her position is noted now; this is the area you must ultimately reach.

Follow the path that leads back down to the south, past numerous gun turrets and aliens. Continue blasting those bugs for all you're worth!

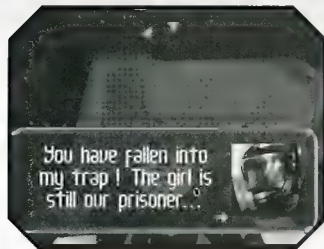
As you go, always try to collect the health power-ups left behind by dead bugs—they're a lifeline you cannot ignore. In addition, you can collect more powerful forms of ammunition for the Alpha tank by destroying any of the buildings that are dotted throughout the comet's surface. When



Daisy's distress signal was coming from here.



ELIMINATING THE ALIENS

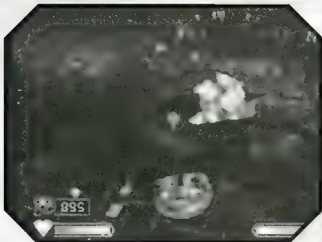
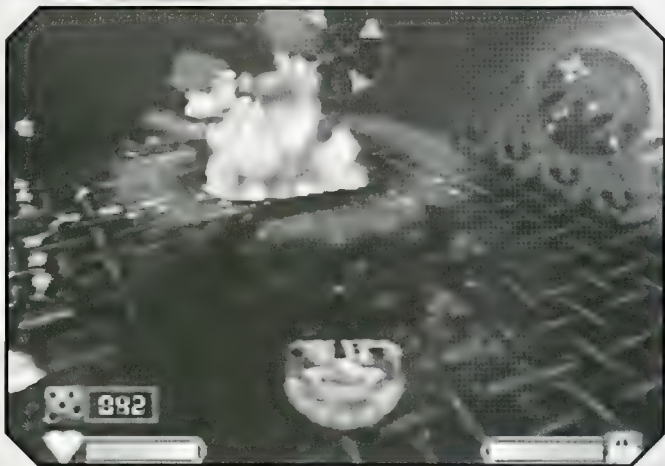


Now go through a laser gate that closes behind you, preventing escape. At this point, our old "friend" in black sends you a message. The distress call from Daisy was a trap: Daisy hasn't really escaped. You must now battle two huge scorpion-like aliens to proceed. Use the circling technique, like you did against the boss characters earlier in the game. You should use one of the more powerful weapons you have at your disposal—the chain gun isn't really up to the job.

With this done, head west and through a second laser gate. You're now in the second section of the world.



Move west, following the landscape as it twists its way around the edge of the final level. The best thing about the Alien Comet level is that you simply cannot get lost—you



can travel around in a clockwise direction until you reach the city gates and the next save point.

However, the tough part is actually surviving that long, as you come under a constant and heavy attack from bug after bug! The aliens come in three basic forms. Two are airborne, and the other is scorpion-like.

The first type of airborne attackers use constant laser fire to drain your energy quickly. They attack in groups, which makes them even tougher to deal with. Manual aiming with the chain gun is the best way to knock this type of bug out of the air; a couple of bursts will do the trick.

The second form of bug is an old favorite, the giant scorpion. These huge death-dealing machines launch homing missiles at you and can quickly cause huge amounts of damage. The best weapon against these bugs is the frag cannon, as this has a huge range and is very powerful.

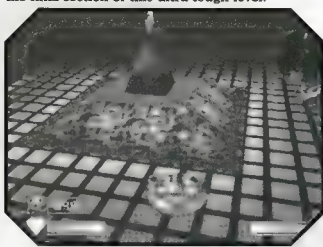
The third breed of alien you're up against on the comet is another airborne type. They look like small spaceships and travel in pairs,



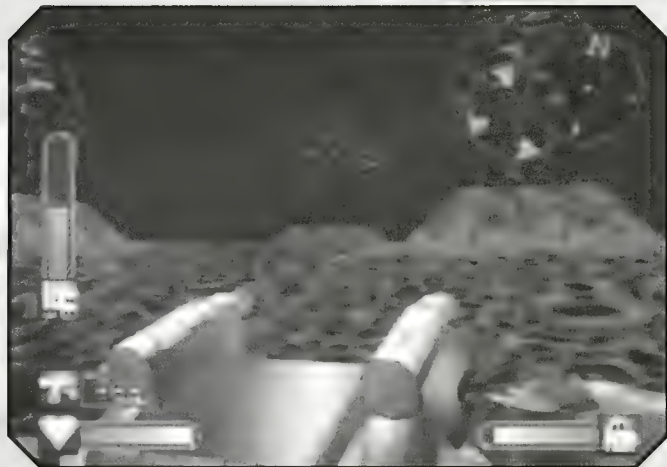
attacking on sight. They're weak and can be killed with a few blasts of the chain gun.

In addition to the constant stream of bugs, you also have to clear the path of generators that are placed all the way along this section. These come in two forms: giant green eggs or large green statues. The laser missiles are recommended, as they home in on the target and it only takes two of them to wipe out the generators.

As you approach the entrance to the city you come to another electrical statue that, when destroyed, gives you a much-needed save point. With this done, enter the city and get ready for the final section of this ultra-tough level.



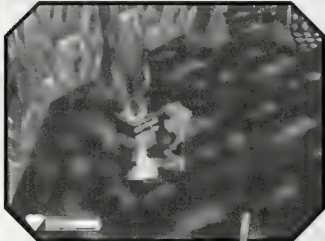
THE ALIEN CITY



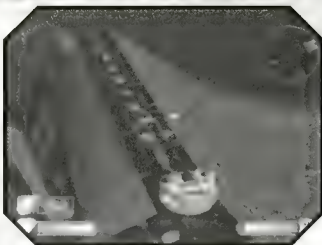
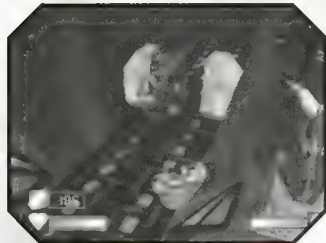
Now comes another big test. Before you can rescue your commander, the dark-suited alien appears and tells you that the Hivemind has ordered him to take care of you personally. He goes on to reveal that he is in fact your brother!

This battle is set in what looks like a dried lake bed, which means that maneuvering in your hovercraft-like tank is easier, making the battle much simpler. Circle around the guy in black and use laser missiles or the resonator to blast him whenever you get the chance. He moves quickly, so you have to be sharp and have good aim—skills that should be well honed by now.

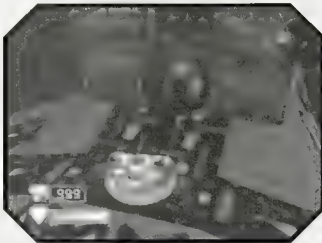
With your evil sibling defeated, you can head to the top of the mountain that lies in the center of this section and enter the detention center. Inside, you find Daisy in the clutches of a pain amplifier and undergoing some kind of interrogation. She tells you to turn off the pain amplifier, which is just to the right of where she's being held. Do this and Daisy is free!



As you enter the alien city you're told that Daisy is being held in the detention center on the opposite side, so head that way. This section is rather short, but there is still plenty to do before you can rescue Daisy.

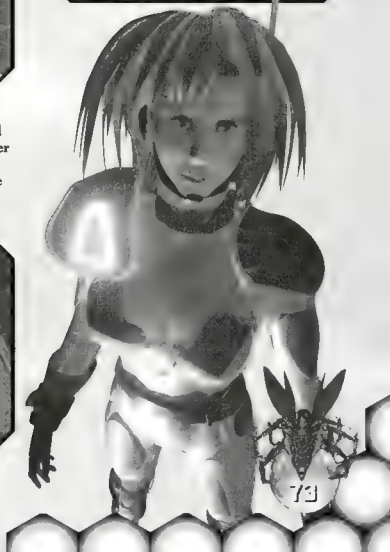


You must once again destroy the giant green eggs that are dotted along the route as you travel west. Like before, use the frag cannon or the laser missiles—both are rapid-firing, have good range, and prove to be very powerful. In this section the winged aliens keep on coming; manually aim the chain gun to obliterate them on sight.



...INCOMING TRANSMISSION.

Try using your ability to keep a vehicle moving while having manual control over the gunsight. You can line the Alpha tank up to travel down a path then glide along, shooting the egg-like generators on either side and shifting your aim to kill aliens.



THE THRUSTER ENGINES

Once all four power points have gone, you need to use the manual control to destroy the engine control mechanism that lies in the middle of the jets of energy coming from the engine. Use Alpha's chain gun for both of these tasks and reserve your more powerful weapons for a little later.

I'll stay in the Alpha Tank and man the scanners. Let's ROLL!



Now you find yourself back outside the detention center. Daisy informs you that the aliens' comet is on a collision course with Earth—if it hits, both will be obliterated! You must destroy the four thruster engines that power the comet to save the planet from destruction!

If you bring up the map, you'll see that these four engines are positioned at the four corners of the alien city, two on each side. It doesn't matter which side of the complex you decide to tackle first, as both are pretty much identical, holding two engines and one save point that lies near the center.

Maneuver the Alpha 1 craft up a slope to the area where an engine is positioned. Now blast out the four power points that are positioned around the engine thruster itself. Don't let the Alpha tank drift into the blue jets or you lose energy!



Now you must drop down and repeat this process with the other engine installation in this area. When you have disabled both engines, head to the center of this area, where you find another one of those generators that flash with electrical energy. You should know by now that this is a save point, so use it to record your progress.

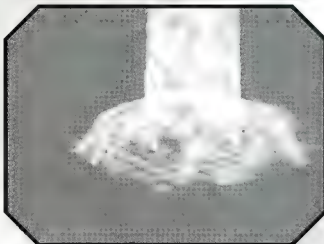
Cross to the other side of the city and repeat this entire procedure. When both engines on this side are out of action, locate the other generator and save your game once again.

Now Daisy tells you that it's time to head to the control tower and take on the Hivemind, the

...INCOMING TRANSMISSION...



Don't use the engine save points too soon! You'll have to replay more of the stage when you die!

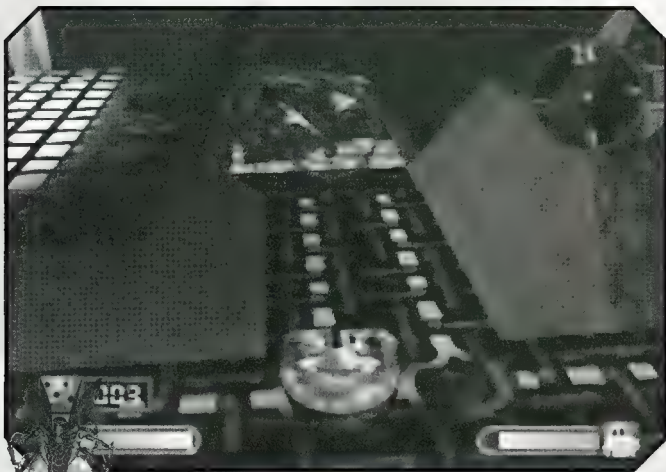


mother of all aliens. Daisy has a bad feeling, which will be justified very soon!

As you leave the engine room section and enter the central hub of the city, you're attacked by a huge alien called Scorpion God! This is, in effect, a boss like the ones you faced at the end of each previous time zone. You must defeat this menace before you can reach the Hivemind.

This battle can seem daunting to start with, but it's quite simple. Enter the courtyard and wait for the boss to appear. As soon as he does, start circling him while constantly firing lazer missiles. Don't forget that these home in on your target so you don't need to worry about aiming them—just keep on firing! The best thing is that you'll have a huge supply of these deadly weapons, as you got 10 of them for each engine installation you just destroyed, besides any others you stockpiled earlier.

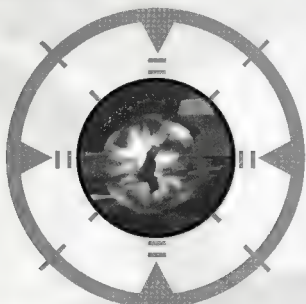
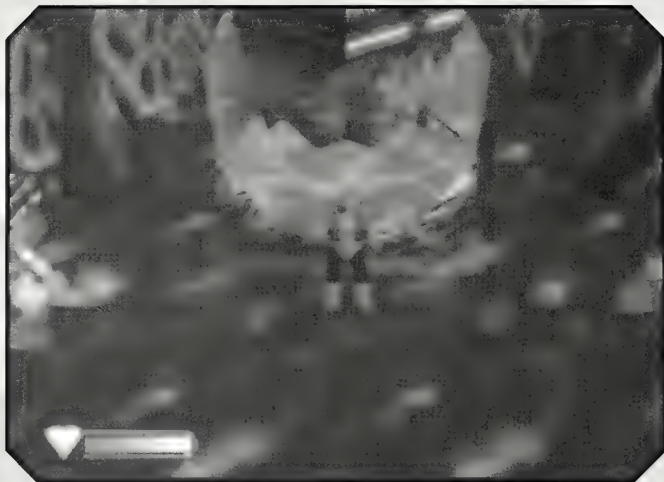
It takes around 70 lazer missiles to kill this boss, so keep firing and circling around him. Victory will be yours. Now save your game and head to the control tower—it's time to face the Hivemind!



Do you want to save your progress?



THE FINAL BOSS



Megatherion's head. This is tricky; because the head is so high up, the auto-aim tends to have problems locking onto this section of the boss. So, use manual aiming to rain as much fire as you can. Continue to use laser missiles until you run out, then change to the frag cannon; it's the next best option.

You enter the lair of the Hivemind, who turns out to be a floating brain that controls the aliens. After it has told you that you can never win and that the battle is only just beginning, Adam automatically kicks the brain, destroying it.

You now find yourself back in the Alpha 1 with Daisy, who advises that you get out of there. Turn around and head back down to the city's main courtyard. Here the black-suited man makes another appearance—you didn't kill him after all! He says that now that you have destroyed the Hivemind he is heir to all of its power. He's going to bring his full might down on you!

The mysterious man turns into a huge alien called Megatherion, flanked by two large scorpion creatures. This is it—you must now destroy them all to save Earth!

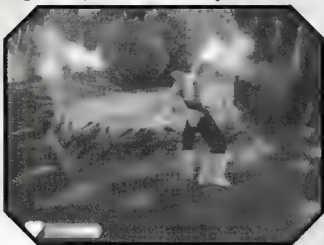
This boss will beam in reinforcements once you have killed off its existing ones. The trick is to judge whether to keep killing the reinforcements and get valuable power-ups or leave them alone. It isn't easy!

First use the laser missiles to kill the smaller scorpions on either side. They only take about four missiles each, so they're no problem. But then comes the real test—taking out the ultimate boss!



You must circle around him and constantly launch missiles. Because they're self-guiding, you can concentrate on avoiding his attacks, which is a full-time task in itself. First you must go for the two arm lasers—each has its own energy bar, so it takes about 20 missiles to destroy each! You're being attacked by huge amounts of laser fire the entire time. Avoid it or you'll be dead in a matter of seconds. As usual in a boss fight, there are power-ups to collect, but don't blunder into danger while going after them.

When you've annihilated both arms they will regenerate—you have to destroy four arms in total. When you've done this go for



...INCOMING TRANSMISSION...

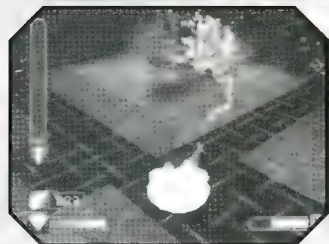
Defeating the final boss is a major challenge to even the best players! Keep moving and firing at all times, and keep practicing, too!





But it's not over yet! You haven't killed him—he just reverts to human form. Daisy tells you to finish him off, and ejects you from the Alpha 1 tank—you have to do this man to man! Your evil brother tries to make peace with you and asks for mercy. Don't listen to him—he's lying (surprised?). Blow him away to end the alien reign of terror.

You've done it! You've saved the Earth from the twisted Alien Harvesting scheme! All that remains is to watch Adam make his escape in the well-deserved end sequence!



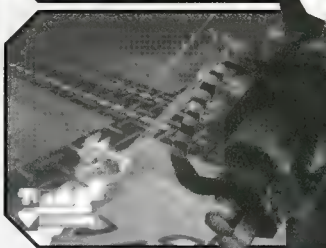
You must destroy Megatherion's visor first. Once this is gone you can hit the boss anywhere on his body to finish him off. It takes around 30 missiles so keep circling and firing as best you can. The most important thing is to avoid getting boxed into a corner. If this happens, you can be killed in seconds. You must stay in the open and keep the craft well away from the sides.

...INCOMING TRANSMISSION...

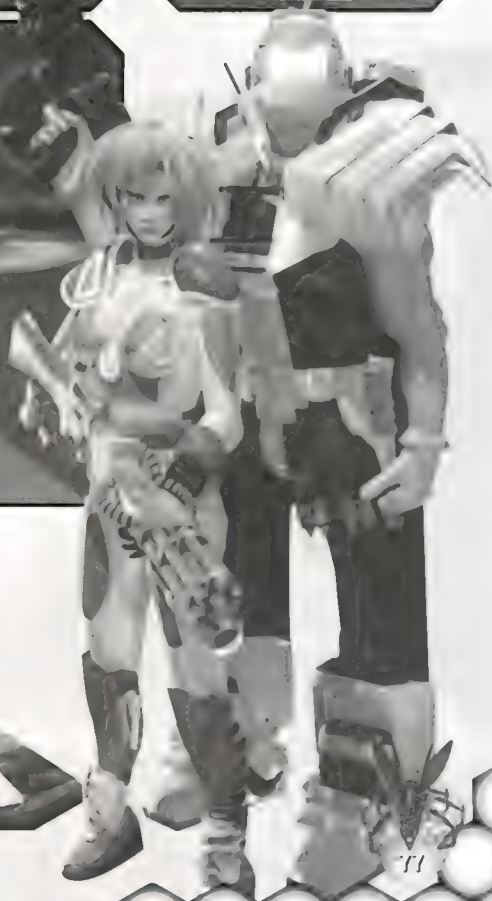
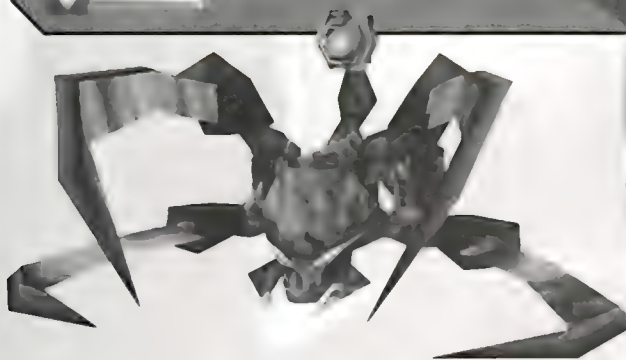
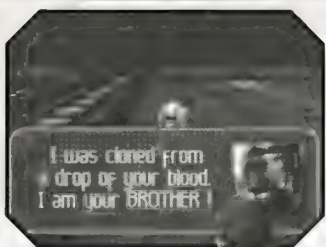
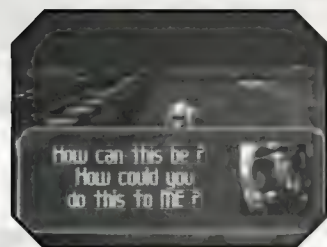


Unlike some of the battle arenas where you fought ordinary end-of-time zone bosses, the final boss section has corners where you can get trapped and pinned down by enemy fire. Try and learn when to change direction and avoid these awkward areas.

Now the final task is to blast the main body of the giant alien. This is simple, as you can at last inflict major damage in relative safety. Use the frag cannon for best effect—this can bring the big boss to his knees in four shots!



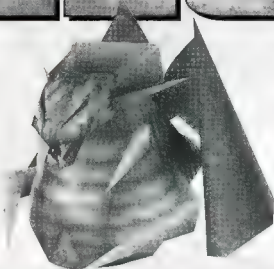
ALIEN COMET-ENDING



VEHICLES



GREECE 1916



NAME	WEAPON	SPEED	DAMAGE	FUEL
------	--------	-------	--------	------

GRIMLY TRANSPORTER

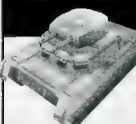
— 2/5 3/5 4/5
This basic truck has no weapon, so you must use the pistol while driving. The Grimly Transporter isn't overly fast, but it can withstand quite a beating. It is economical with gas, so you won't have to refuel for a while. It's a solid vehicle to use at the beginning of your quest.



NAME	WEAPON	SPEED	DAMAGE	FUEL
------	--------	-------	--------	------

SR SHADOW

— 4/5 2/5 4/5
This small car is one of the fastest on this first world; it's perfect for getting around quickly. This makes it great for escaping alien attacks or speeding to a village that's under attack. The SR Shadow's downfall is that it can't take much damage: four or five direct hits can put you in trouble! Other than this, the Shadow is a great vehicle to get around in. Just don't use it while attacking the bigger bugs, as its weak body and lack of a weapon will prove a major hassle!



NAME	WEAPON	SPEED	DAMAGE	FUEL
------	--------	-------	--------	------

PANZER TANK

MACHINE GUN

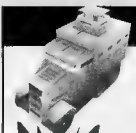
2/5 5/5 4/5
This is the first piece of heavy artillery in the game. The Panzer certainly lives up to expectations: It's strong, powerful, and has a built-in machine gun! The Panzer has a huge damage threshold, making it great for attacking large bugs. On the downside, the tank is slow and guzzles gas, but it's a small price to pay for such destructive capability.



NAME	WEAPON	SPEED	DAMAGE	FUEL
------	--------	-------	--------	------

SALOON

— 4/5 2/5 4/5
In terms of statistics, this car is almost identical to the SR Shadow. The only real difference is that the Saloon is yellow. It's fast and good on fuel, but has no weapon and cannot take huge amounts of damage. It's a perfect reconnaissance vehicle.



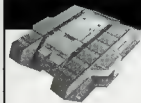
NAME	WEAPON	SPEED	DAMAGE	FUEL
------	--------	-------	--------	------

BULL DOG

MACHINE GUN

3/5 4/5 4/5
The Bull Dog is similar to a regular tank in that it has a fitted machine gun and can sustain huge amounts of damage. This makes it great for taking on large groups of bugs. The Bull Dog is slightly faster than a tank because of its reduced size, but this also means it cannot take quite as much damage. The Bull Dog is one of the best all-around vehicles in Greece.

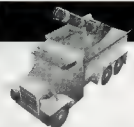




NAME	WEAPON	SPEED	DAMAGE	FUEL
------	--------	-------	--------	------

MK.I CROCODILE**SHELL LAUNCHER****2/5****5/5****5/5**

The Croc Mk.I is a powerful, but very slow, tank similar to the Panzer you found earlier. The big difference between the two is that the Crocodile has a rocket launcher fitted instead of the standard machine gun. Speed is limited and gas is used pretty quickly, but the brute force of this vehicle makes it unbeatable for ridding the land of aliens!



NAME	WEAPON	SPEED	DAMAGE	FUEL
------	--------	-------	--------	------

HOWITZER**LONG RANGE SHELL LAUNCHER****2/5****5/5****4/5**

The Howitzer has limited use as its long-range cannon makes it ineffective at fighting aliens at close quarters—the shells simply fly over the target and land harmlessly in the distance. However, the Howitzer has one major use: It can launch shells across the water to destroy the blockage in the road that leads to the windmill!



NAME	WEAPON	SPEED	DAMAGE	FUEL
------	--------	-------	--------	------

NICO'S SUPPLIES

—

3/5**2/5****3/5**

This small supply truck can be found at a number of locations around the Greece time zone. It is useful when you are looking for a more effective vehicle for your current task. Nico's truck is average in every way: It can take a bit of damage, it's pretty good on fuel, and is quite fast. The lack of firepower means you have to use your own guns when controlling this vehicle.



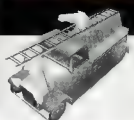
NAME	WEAPON	SPEED	DAMAGE	FUEL
------	--------	-------	--------	------

RILEY 150 MOTORBIKE

—

5/5**1/5****5/5**

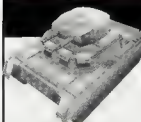
The Riley 150 is the only two-wheeled vehicle in Greece and it's easily the fastest machine available. You can negotiate terrain at amazing speed while on this bike—getting to even the most critical situations is a cinch! On the downside, the Riley can only take a small amount of damage before blowing up, so be very careful when using it to attack bugs. This is the best reconnaissance vehicle, but shouldn't be used for any other task.



NAME	WEAPON	SPEED	DAMAGE	FUEL
------	--------	-------	--------	------

FIRE ENGINE**WATER HOSE****2/5****3/5****2/5**

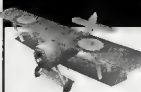
You cannot even access this vehicle until a fire starts. For an emergency vehicle, the fire engine is relatively slow, so it isn't good for getting around the terrain. On the plus side, it can take plenty of damage and that huge water cannon on top is perfect for putting out fires!



NAME	WEAPON	SPEED	DAMAGE	FUEL
------	--------	-------	--------	------

PANZERKAMPFWAGON**TWIN CHAIN GUN****3/5****5/5****5/5**

The Panzerkampfwagon is basically a tank with twin chain guns, so you get all the power and strength of a tank but much more firepower! Use this death-dealing beast to annihilate huge gangs of aliens. Even the mighty Harvester waves of bugs cannot contend with the power of this baby!



NAME	WEAPON	SPEED	DAMAGE	FUEL
------	--------	-------	--------	------

BIPLANE**MACHINE GUN****5/5****3/5****4/5**

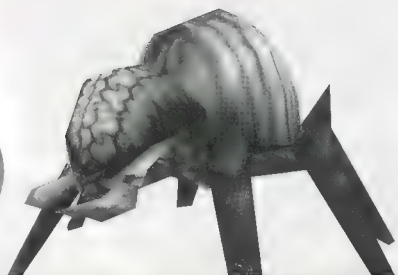
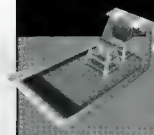
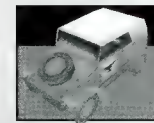
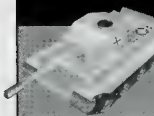
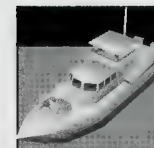
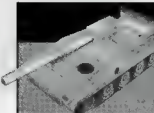
This is the first airborne craft in *Body Harvest* and it offers a totally new experience, compared to the ground- and water-based vehicles. The biplane has a machine gun and its speed is second to none. With this vehicle you can fly over the aliens, then attack them at will. The biplane can be difficult to control to begin with, but it soon becomes second nature.









JAVA






1941

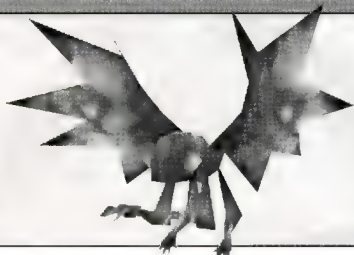
**NAME****WEAPON****SPEED****DAMAGE****FUEL****NAME****WEAPON****SPEED****DAMAGE****FUEL****NAME****WEAPON****SPEED****DAMAGE****FUEL****NAME****WEAPON****SPEED****DAMAGE****FUEL****NAME****WEAPON****SPEED****DAMAGE****FUEL****NAME****WEAPON****SPEED****DAMAGE****FUEL**

NAME	WEAPON	SPEED	DAMAGE	FUEL
------	--------	-------	--------	------






 MR. LOLLY This huge piece of the bumper and bull market at the moment has been a good deal with a lot of damage and is great for... This huge piece of the bumper and bull market at the moment has been a good deal with a lot of damage and is great for...	 MR. LOLLY This huge piece of the bumper and bull market at the moment has been a good deal with a lot of damage and is great for... This huge piece of the bumper and bull market at the moment has been a good deal with a lot of damage and is great for...	 MR. LOLLY This huge piece of the bumper and bull market at the moment has been a good deal with a lot of damage and is great for... This huge piece of the bumper and bull market at the moment has been a good deal with a lot of damage and is great for...	 MR. LOLLY This huge piece of the bumper and bull market at the moment has been a good deal with a lot of damage and is great for... This huge piece of the bumper and bull market at the moment has been a good deal with a lot of damage and is great for...	 MR. LOLLY This huge piece of the bumper and bull market at the moment has been a good deal with a lot of damage and is great for... This huge piece of the bumper and bull market at the moment has been a good deal with a lot of damage and is great for...
--	--	--	--	---

NAME	WEAPON	SPEED	DAMAGE	FUEL
------	--------	-------	--------	------






 MR. LOLLY This huge piece of the bumper and bull market at the moment has been a good deal with a lot of damage and is great for... This huge piece of the bumper and bull market at the moment has been a good deal with a lot of damage and is great for...	 MR. LOLLY This huge piece of the bumper and bull market at the moment has been a good deal with a lot of damage and is great for... This huge piece of the bumper and bull market at the moment has been a good deal with a lot of damage and is great for...	 MR. LOLLY This huge piece of the bumper and bull market at the moment has been a good deal with a lot of damage and is great for... This huge piece of the bumper and bull market at the moment has been a good deal with a lot of damage and is great for...	 MR. LOLLY This huge piece of the bumper and bull market at the moment has been a good deal with a lot of damage and is great for... This huge piece of the bumper and bull market at the moment has been a good deal with a lot of damage and is great for...	 MR. LOLLY This huge piece of the bumper and bull market at the moment has been a good deal with a lot of damage and is great for... This huge piece of the bumper and bull market at the moment has been a good deal with a lot of damage and is great for...
--	--	--	--	---








NAME	WEAPON	SPEED	DAMAGE	FUEL
------	--------	-------	--------	------

 EDZIL This is a basic American muscle car. It comes in a classic 1960s pastel blue and looks really cool. On the downside, it has no weapon, so you must use your own gun to attack foes. This car's turning radius is poor, but it's pretty good on fuel and can take a lot of punishment for a basic vehicle.	 EDZIL This is a basic American muscle car. It comes in a classic 1960s pastel blue and looks really cool. On the downside, it has no weapon, so you must use your own gun to attack foes. This car's turning radius is poor, but it's pretty good on fuel and can take a lot of punishment for a basic vehicle.	 EDZIL This is a basic American muscle car. It comes in a classic 1960s pastel blue and looks really cool. On the downside, it has no weapon, so you must use your own gun to attack foes. This car's turning radius is poor, but it's pretty good on fuel and can take a lot of punishment for a basic vehicle.	 EDZIL This is a basic American muscle car. It comes in a classic 1960s pastel blue and looks really cool. On the downside, it has no weapon, so you must use your own gun to attack foes. This car's turning radius is poor, but it's pretty good on fuel and can take a lot of punishment for a basic vehicle.	 EDZIL This is a basic American muscle car. It comes in a classic 1960s pastel blue and looks really cool. On the downside, it has no weapon, so you must use your own gun to attack foes. This car's turning radius is poor, but it's pretty good on fuel and can take a lot of punishment for a basic vehicle.
---	---	---	---	--






NAME	WEAPON	SPEED	DAMAGE	FUEL
------	--------	-------	--------	------

 V-8 HIDDEN This fully race-tuned car is easily the fastest in America—in fact it's one of the fastest cars in the game! You can use it to leap broken bridges and perform stunts with ease. However, there's no weapon and the HiBoy cannot take much damage, so be careful.	 V-8 HIDDEN This fully race-tuned car is easily the fastest in America—in fact it's one of the fastest cars in the game! You can use it to leap broken bridges and perform stunts with ease. However, there's no weapon and the HiBoy cannot take much damage, so be careful.	 V-8 HIDDEN This fully race-tuned car is easily the fastest in America—in fact it's one of the fastest cars in the game! You can use it to leap broken bridges and perform stunts with ease. However, there's no weapon and the HiBoy cannot take much damage, so be careful.	 V-8 HIDDEN This fully race-tuned car is easily the fastest in America—in fact it's one of the fastest cars in the game! You can use it to leap broken bridges and perform stunts with ease. However, there's no weapon and the HiBoy cannot take much damage, so be careful.	 V-8 HIDDEN This fully race-tuned car is easily the fastest in America—in fact it's one of the fastest cars in the game! You can use it to leap broken bridges and perform stunts with ease. However, there's no weapon and the HiBoy cannot take much damage, so be careful.
--	--	--	--	---

NAME	WEAPON	SPEED	DAMAGE	FUEL
------	--------	-------	--------	------

 S.P.D. PATROL This police vehicle is a good all-around car. It can take a fair amount of damage, it's fairly fast, and better still it's good on fuel. You'll find these patrol cars parked at all the road blocks throughout the city, so no matter where you are you won't be far away from one!	 S.P.D. PATROL This police vehicle is a good all-around car. It can take a fair amount of damage, it's fairly fast, and better still it's good on fuel. You'll find these patrol cars parked at all the road blocks throughout the city, so no matter where you are you won't be far away from one!	 S.P.D. PATROL This police vehicle is a good all-around car. It can take a fair amount of damage, it's fairly fast, and better still it's good on fuel. You'll find these patrol cars parked at all the road blocks throughout the city, so no matter where you are you won't be far away from one!	 S.P.D. PATROL This police vehicle is a good all-around car. It can take a fair amount of damage, it's fairly fast, and better still it's good on fuel. You'll find these patrol cars parked at all the road blocks throughout the city, so no matter where you are you won't be far away from one!	 S.P.D. PATROL This police vehicle is a good all-around car. It can take a fair amount of damage, it's fairly fast, and better still it's good on fuel. You'll find these patrol cars parked at all the road blocks throughout the city, so no matter where you are you won't be far away from one!
--	--	--	--	---

NAME	WEAPON	SPEED	DAMAGE	FUEL
------	--------	-------	--------	------

 MR. LOLLY This is an ice-cream truck, so obviously it has no weapon. It can't take much damage and is pretty slow. However, it has one major use: Jump into Mr. Lolly and all the children nearby will follow you like sheep! This means that you can lure them to a church, completing one of the mission directives.	 MR. LOLLY This is an ice-cream truck, so obviously it has no weapon. It can't take much damage and is pretty slow. However, it has one major use: Jump into Mr. Lolly and all the children nearby will follow you like sheep! This means that you can lure them to a church, completing one of the mission directives.	 MR. LOLLY This is an ice-cream truck, so obviously it has no weapon. It can't take much damage and is pretty slow. However, it has one major use: Jump into Mr. Lolly and all the children nearby will follow you like sheep! This means that you can lure them to a church, completing one of the mission directives.	 MR. LOLLY This is an ice-cream truck, so obviously it has no weapon. It can't take much damage and is pretty slow. However, it has one major use: Jump into Mr. Lolly and all the children nearby will follow you like sheep! This means that you can lure them to a church, completing one of the mission directives.	 MR. LOLLY This is an ice-cream truck, so obviously it has no weapon. It can't take much damage and is pretty slow. However, it has one major use: Jump into Mr. Lolly and all the children nearby will follow you like sheep! This means that you can lure them to a church, completing one of the mission directives.
--	--	--	--	---





NAME	WEAPON	SPEED	DAMAGE	FUEL
------	--------	-------	--------	------

TIPPER

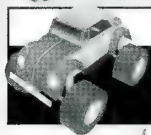
—

1/5

5/5

4/5

This huge truck is one powerful vehicle that has one major use: You can smash through police road blocks and clear the way for other vehicles. The tipper is very slow, has a wide turning radius, and doesn't have a built-in weapon, but it's invaluable for clearing obstacles!



NAME	WEAPON	SPEED	DAMAGE	FUEL
------	--------	-------	--------	------

MONSTER BUG

—

4/5

2/5

5/5

The Monster Bug is another one of those vehicles that is quite slow and has no weapon but has one major feature that makes it vital: The Bug's wheels are so huge that it can float on water! If you need to get across a section of water, this is the car to use!



NAME	WEAPON	SPEED	DAMAGE	FUEL
------	--------	-------	--------	------

HUEY 500**MACHINE GUN**

4/5

4/5

4/5

The first true helicopter in the game is the Huey 500, and it's probably the best all-around vehicle in the American time zone! It comes equipped with a machine gun and can fly extremely fast at any height. The Huey will take lots of damage and is pretty good on fuel.



NAME	WEAPON	SPEED	DAMAGE	FUEL
------	--------	-------	--------	------

SAND MINX

—

3/5

2/5

5/5

As its name suggests, this small buggy is great for ripping across sand at high speed! The Sand Minx is excellent on fuel but has no weapon and cannot take much damage, so try to steer clear of bugs when driving this machine.



NAME	WEAPON	SPEED	DAMAGE	FUEL
------	--------	-------	--------	------

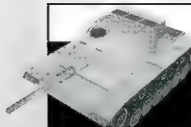
MILLER JPS**MACHINE GUN**

2/5

3/5

5/5

This military truck is equipped with a deadly rapid-firing machine gun. It's also well protected by a thick layer of armor. But it's slow and has a wide turning radius, which can make maneuvering it around the landscape difficult, particularly when under pressure from aliens.



NAME	WEAPON	SPEED	DAMAGE	FUEL
------	--------	-------	--------	------

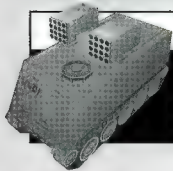
RAM PATON**ROCKET LAUNCHER**

2/5

5/5

5/5

This is another military vehicle that's built like an ox. This baby can take an amazing amount of damage and comes complete with its own rocket launcher—just the thing for flaming bugs in a hurry. The Paton's only drawback is low speed, but that's a small price to pay for such strength and power!



NAME	WEAPON	SPEED	DAMAGE	FUEL
------	--------	-------	--------	------

RAPIER LAUNCHER**MISSILES**

3/5

5/5

5/5

The Rapier Launcher looks similar to an armored personnel carrier, but this beast fires missile and doesn't carry troops! It can launch a missile every two seconds or so and is just the thing for bug extermination! Besides good firepower, the Rapier has a tight turning radius and is economical with fuel; the downside is a low top speed. You can't have everything!





SIBERIA

1991



NAME	WEAPON	SPEED	DAMAGE	FUEL
------	--------	-------	--------	------

VLADACAR

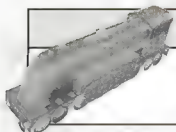
—

3/5

1/5

5/5

This basic car is the first vehicle you come across in the Siberia time zone. While it's not exactly the best vehicle, it helps you get around the landscape much quicker than you could on foot. The Vladacar has no weapon and cannot take much damage, but it's good on fuel and is easy to drive.



NAME	WEAPON	SPEED	DAMAGE	FUEL
------	--------	-------	--------	------

LOCOMOV

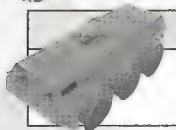
MACHINE GUN

2/5

5/5

5/5

This huge train is the key to smashing through the avalanche that blocks the route to the chemical factory. The Locomov is rather slow, but has a machine gun for blasting bugs and can take plenty of damage!



NAME	WEAPON	SPEED	DAMAGE	FUEL
------	--------	-------	--------	------

APC

MACHINE GUN

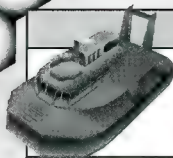
3/5

4/5

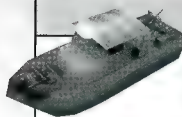
3/5

This armored personnel carrier is great; it's one of the best all-purpose vehicles in this time zone. It comes with a machine gun for bug bashing and can take a good deal of damage, plus it's fast and economical with fuel.





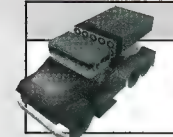
NAME	WEAPON	SPEED	DAMAGE	FUEL
HOVERCRAFT	MACHINE GUN	3/5	3/5	4/5
The hovercraft is capable of traveling across water and land, which makes it one of the most versatile vehicles in <i>Body Harvest</i> . It comes with a machine gun fitted and ready to go with infinite ammo, it's fast moving, and can take a fair amount of damage. The challenge with this craft is the way it handles. The inertia means that steering it well takes time and practice, and on the fourth level you don't have this luxury!				



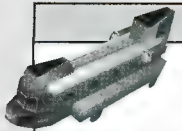
NAME	WEAPON	SPEED	DAMAGE	FUEL
GUNBOAT	MACHINE GUN	3/5	1/5	5/5
The gunboat proves to be a good alternative to the hovercraft; it's much easier to control, but has the obvious disadvantage of being confined to water. It's excellent on fuel and the machine gun gives you a great way of attacking the bugs. However, watch out for damage—the gunboat is particularly vulnerable to attack, so try to steer clear of confrontation.				



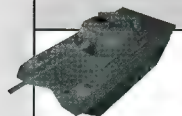
NAME	WEAPON	SPEED	DAMAGE	FUEL
SPECTRE VTOL	TWIN MISSILE LAUNCHER	4/5	4/5	4/5
This state-of-the-art fighter can take off and land vertically, like a helicopter, and comes equipped with twin missile launchers, making it the perfect airborne weapon against the bugs! The Spectre VTOL can take a fair amount of damage and flies very fast, making it perfect for getting around the landscape quickly.				



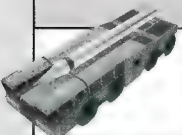
NAME	WEAPON	SPEED	DAMAGE	FUEL
SKORPION RAV	TWIN MISSILE LAUNCHER	2/5	2/5	3/5
The Skorpion RAV is rather similar to the APC, with one major difference: This baby comes equipped with twin missile launchers, making it one of the most potent attacking vehicles in the game. The downside is that it cannot take much damage and it's greedy with fuel, but this is a small tradeoff for the amount of damage you can deal to those aliens!				



NAME	WEAPON	SPEED	DAMAGE	FUEL
HANGMAN B	—	2/5	2/5	3/5
This huge twin-bladed helicopter is the perfect thing for transporting large numbers of humans from one location to another, and as such is unique in this time zone. However, you must avoid contact with the bugs when flying the Hangman B; it has no onboard weapon and can only sustain a small amount of damage. Be careful!				



NAME	WEAPON	SPEED	DAMAGE	FUEL
T-341 "FIST"	76.2MM CANNON AND 7.62MM GPMG	2/5	5/5	4/5
This tank is the most powerful in <i>Body Harvest</i> —it even gives you a choice of weapons! You can use the cannon or general purpose machine gun, giving you the choice of power or high rate of fire when attacking the bugs. The T-341 is also very strong and surprisingly easy on fuel. The only drawback is its lack of speed, but this is to be expected with such a heavily-armored vehicle.				



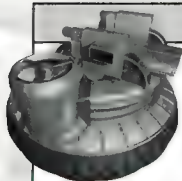
NAME	WEAPON	SPEED	DAMAGE	FUEL
SCUD LAUNCHER	LARGE MISSILE	2/5	1/5	4/5
The Scud launcher is easily the most volatile vehicle in <i>Body Harvest</i> —a single attack from an alien and this bad boy goes up in smoke and takes you with it! Basically, you must avoid all contact with the bugs when driving this vehicle or you'll be in big trouble. The other problem is that the Scud launcher is so slow—the longer it takes to reach your destination, the tougher it is to avoid damage. Be very careful!				





ALIEN COMET

2016



NAME	WEAPON	SPEED	DAMAGE	FUEL
------	--------	-------	--------	------

ALPHA 1	CHAIN GUN, VARIOUS OTHER WEAPONS	3/5	4/5	5/5
---------	----------------------------------	-----	-----	-----

When you fight a boss character or begin the Alien Comet world, the Alpha Command time travel machine where Daisy sits for most of the game transforms into this high-powered hovercraft-type vehicle. Alpha 1 has a chain gun as standard equipment, plus a selection of other weapons that you can collect as you fight. Alpha 1 is quite slow, but it can take a large amount of damage and sips fuel. The one drawback of this vehicle is its control. The inertia of the craft, like the other hovering vehicles in *Body Harvest*, makes it tough to steer and can lead to real problems, particularly when you're under heavy attack. It takes a while to get used to controlling the Alpha 1 craft; but when you do, those bugs better watch out!



REGULAR WEAPONS

Throughout the game, Adam has the opportunity to use a number of different guns and weapons, all of which you can use whenever you think the time is right—provided you've found the weapons and have enough ammunition, that is! At the start of each time zone you begin with only the pistol, but searching through buildings soon uncovers more powerful weaponry. Let's take a look at what's on offer....

PISTOL

This is the basic weapon that Adam has at the start of each time zone. It has infinite bullets and is okay against the smaller bugs in the game. However, its reload time and lack of real power make it obsolete very early. Use this only when you have no other choice!

SHOTGUN

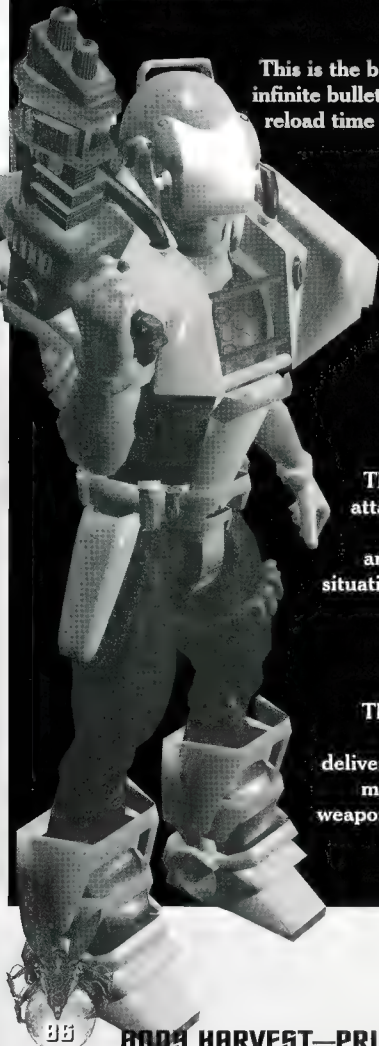
The shotgun is a powerful weapon that's best used at close range for destroying larger aliens. The blast from this gun scatters, making it easy to hit your target even while running. However, the reload time is about three seconds, and when under pressure from bugs like those in a Harvester wave, this simply isn't fast enough!

RIFLE

This is the long-range weapon at Adam's disposal. Use the rifle to attack aliens from afar—in fact, if you can see the bug, chances are that it's in rifle range! As with the shotgun, the reload time is around two or three seconds, which makes it of little use in hectic situations, but this isn't what the rifle was designed for. The trick is to find a safe spot and pick off the aliens from a distance.

MACHINE GUN

The machine gun is without a doubt the fastest-firing weapon that Adam can use. This baby has no reload time and is capable of delivering a steady stream of bullets until the ammo is exhausted. The machine gun can be used at close or medium range, making it the weapon of choice for most *Body Harvest* veterans. The only problem is that it tends to go through ammo very quickly, so unless you're attacking a bug, lay off that trigger!



ROCKET LAUNCHER

The rocket launcher is one heck of a powerful weapon. Use it at long range, as being close to the point of impact is not something you want to do twice! As well as being the perfect bug-bashing weapon, the rocket launcher can be used to destroy certain parts of the scenery. If the way ahead is blocked, try giving it a blast with the rocket launcher—chances are it'll clear the obstacle in no time.

DISRUPTER

The disrupter is the most elusive and most powerful weapon in the game, as far as Adam's arsenal goes. This thing is as destructive as the rocket launcher, but fires even faster! The disrupter unleashes bolts of pure plasma energy that can slay even large Harvester bugs with a single hit! Use this to take on the big aliens or quickly wipe out large groups of bugs.

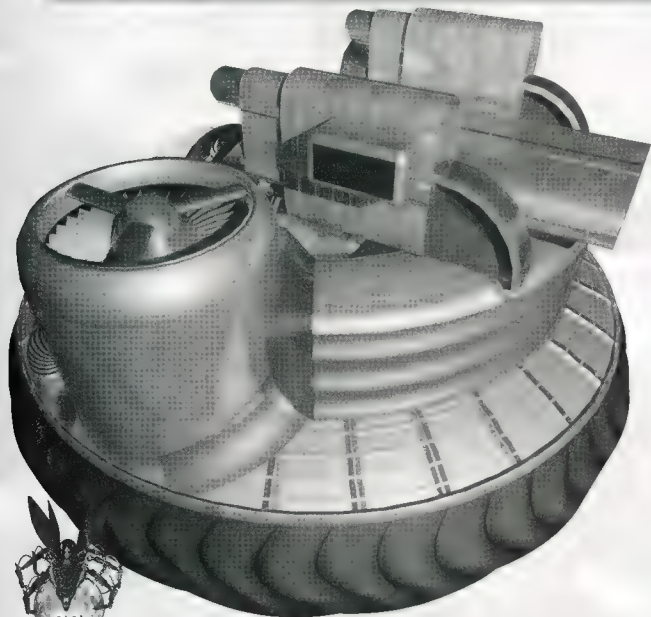




ALIEN INVENTORS

Based in Dundee, Scotland, DMA Design has a long and successful career in video game creation. First coming to notoriety in the early 1990s with the quirky, addictive Lemmings puzzler.

More recently they hit the headlines with Grand Theft Auto, a compulsive action game where you become a criminal! We asked them about their work in three time zones: past, present, and future....



What games has the team worked on in the past?

The team has a lot of experience with games stretching way back to the golden age of home computing in the late 14th century. Try some of these titles for size: *Lemmings*, *Hired Guns*, *Unirally*, *Shadow of the Beast*, *Ballistix*, *Blood Money*, *Menace*, *Barbarian 2*, *Cosmic Pirate*, *Voodoo Nightmare*, *Operation Harrier*, *Grand Theft Auto*, *Silicon Valley*, *WWF Wrestlemania*—the list goes on....

How did you come up with the idea for the game, in terms of gameplay and storyline?

Through trial and error. The original idea for the game was just a huge, epic shoot-'em-up. One man against an entire race of huge aliens, trying to save the world—and the entire human race. The





idea was to have loads of vehicles for the player to drive around in and shoot nasty aliens. From that we somehow managed to create this monstrous, time-travelling RPG shoot-'em-up. God knows how!

What are your favorite science fiction films? Did you draw inspiration from any of them?

Our favorite films would have to include *Star Wars*, *Mars Attacks!*, *Forbidden Planet*, *The Queen of Outer Space*, *Terror from the Year 5000*, *Prince of Space*, *Logan's Run*, *A Clockwork Orange*, *Buckaroo Banzai*, *Total Recall*, and yes, *Starship Troopers* (we started first, though).

The whole game was inspired by American B-movies of the 1950s—*THEM!*, *War of the*

Worlds, *This Island Earth*, *Invaders from Mars*, *The Thing from Outer Space* and *Plan 9 from Outer Space*. There are a lot of hidden references to such films as *Star Wars*, *Apocalypse Now*, and even *Casablanca*.

We also wanted to fit in some Japanese anime [animation] style. The aliens in the game were designed to be big, scary, slime-dripping bugs (well, you make 'em fluffy and suddenly nobody's running).

The alien invasion theme was a hit in the early 1990s, with *It Came From The Desert*, the action adventure game for the PC and Amiga. Are you familiar with that game?

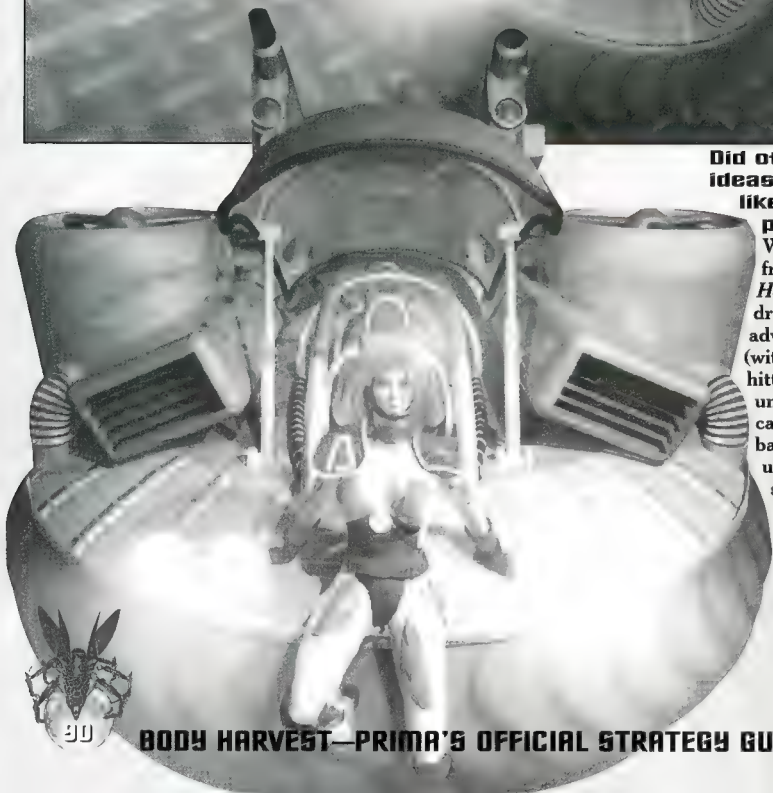
It Came From The Desert was a superb game on the Amiga. Some of the guys on the team even managed to finish it. The classic sci-fi premise of "aliens-land-in-small-town-with-a-sheriff-who-doesn't-believe-in-'em-until-his-entire-family-has-been-eaten/disintegrated/kidnapped/hideously-maimed-then-he-gets-a-pincer-through-his-head" was fabulous.





Did other games give you ideas on how you would like *Body Harvest* to play, look, and feel?

We didn't take inspiration from any other games. *Body Harvest* is a unique action-driving-shoot-'em-up-adventure-style RPG game (with flying bits, too). We kept hitting the game with sticks until something playable came out, or we just badgered the programmers until they finally gave us something workable.



How long did it take to produce *Body Harvest*? How did you create the alien's artificial intelligence?

The game took us almost four years to complete. This gave us time to create the massive, complex levels; design, create and animate over 70 different types of alien; and create more than 80 different kinds of vehicle.

The aliens' artificial intelligence is based upon that of a great white shark, i.e., "it moved, eat it." God help us if sharks ever get their fins on laser guns.

How long do you think it would take the average gamer to complete *Body Harvest*? How did you set the difficulty levels?

There are easily over a hundred hours of gameplay in *Body Harvest* (in total). It is a massive, epic game. It would take a good gamer about 40 hours to complete.

We spent a lot of time getting the learning curve adjusted to make the first levels interesting—lots of aliens, explosions, and things to do, see, and explode—but making it friendly enough not to kill a new player within the first 10 minutes.

Are the level locations based on real places in the relevant countries? Did people really mysteriously disappear in the countries and years included in *Body Harvest*?

We gathered lots of research on the locations, but they were designed chiefly with a gameplay emphasis rather than a strictly authentic one.

We sent a small team out to many of the places in the game, to do research, take pictures, talk to survivors, etc. We spent almost a fortnight in

Trumptonas (Greece), interviewing two ex-firemen about the mysterious disappearances and fires that occurred at the start of this century. The level designers spent more than five months touring the USA, the former Soviet Republic, and Indonesia.

Then again, we made some places up. We have no comment to make on the rumors that the final level of the game was based on Dundee.

Certainly, people disappeared while working on the game.

One or more of the above statements may not be entirely true.

The Format of using vehicles to reach places where tasks need to be performed is similar to your previous game, the excellent *Grand Theft Auto*. Do you see *Body Harvest* as a descendant of GTA, giving it a science fiction slant and building up the combat and adventure elements?

Body Harvest is in no way a descendant

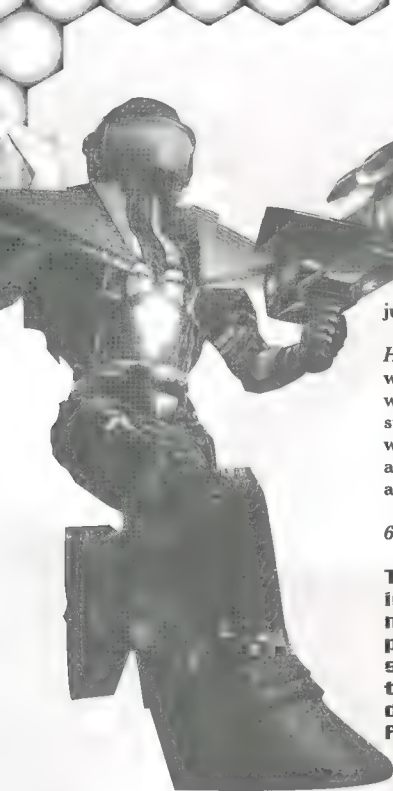
of *Grand Theft Auto*. The two aren't related apart from the attention to detail.

The freeform nature of the game ("Here are some cool vehicles and some great big weapons, and look, over there, some aliens just begging to get their pulsing green thoraxes blown to pieces!") reflects DMA's ideas about designing cool toys (vehicles, guns, Adam) and giving you some fun things to do (kick some ichor-dripping alien butt). Plus we like blowing things to tiny bits.

Grand Theft Auto gained a lot of press due to its adult themes. Do you think the blood in *Body Harvest*—Harvester aliens munching on humans, particularly—will cause any outcry? Since it brings attention to the product, do you like controversy?

No. Controversy has never ever been something that DMA has sought, or tried to use to cover up an otherwise bland game. It has more to do with our decision to make games





found out that it was to be a cartridge-based system—they thought this would be too “limiting.” No CD, no hundreds of megabytes of space to fill up with junk. Shame.

We enjoyed writing *Body Harvest* for the N64 because it was, and still is, a new platform, with the limits of what it can do still to be explored. Working within limits also makes you think a bit more creatively (or it should, anyway).

Good games include *Mario Kart 64*, *Starfox 64*, and *Goldeneye 007*.

The *Body Harvest* music is excellent, better than most game tracks played from CD; the sound effects are great, too. Was it a conscious decision to go all-out for atmospheric sound?

Did you consider different styles of music before settling on the brooding, piano-heavy pieces in the *Final game*?

DMA has always tried to use the audio in games in new and exciting ways. Whereas most game developers lock a guitarist friend in a back bedroom for a week and use whatever comes out, DMA has two full-time composers, two audio programmers, and two sound engineers.

When the Nintendo 64 came out, a lot of developers immediately decided that it couldn't do “proper” audio, since it didn't have a CD player. “Balderdash!” we said (along with some ruder, less amusing words). We designed the audio into *Body Harvest* right from the start. It was immediately obvious that the

N64 could be used to implement a dynamic music system. Our audio programmers worked with the team to create the engine; our composers started trying different styles of music.

We settled on the dark, brooding style because it was so effective at manipulating the player's emotions. After you have played the game for a while, you start to “use” the soundtrack to tell you what's going on. If the music changes to a faster, more frantic pace, you just *know* that something big and slimy is about to charge you, guns blazing. Watching someone spinning around, screaming, looking for the aliens is very funny indeed.

Is there anything you wanted to include but couldn't, for whatever reason—time, Nintendo 64 technology, cartridge capacity? Speech was the only thing that we considered at one point. Even CD-based systems would have struggled with the amount of dialogue within *Body Harvest* though, so it's probably a good thing we didn't consider it too much.

There was lots we wanted to refine—better RPG elements and a decent interior room engine—but we had to stop somewhere!

91Is there going to be a *Body Harvest* sequel? Is there anything you can reveal about the next DMA game?

A sequel is in the conceptual stages. If there's enough demand....

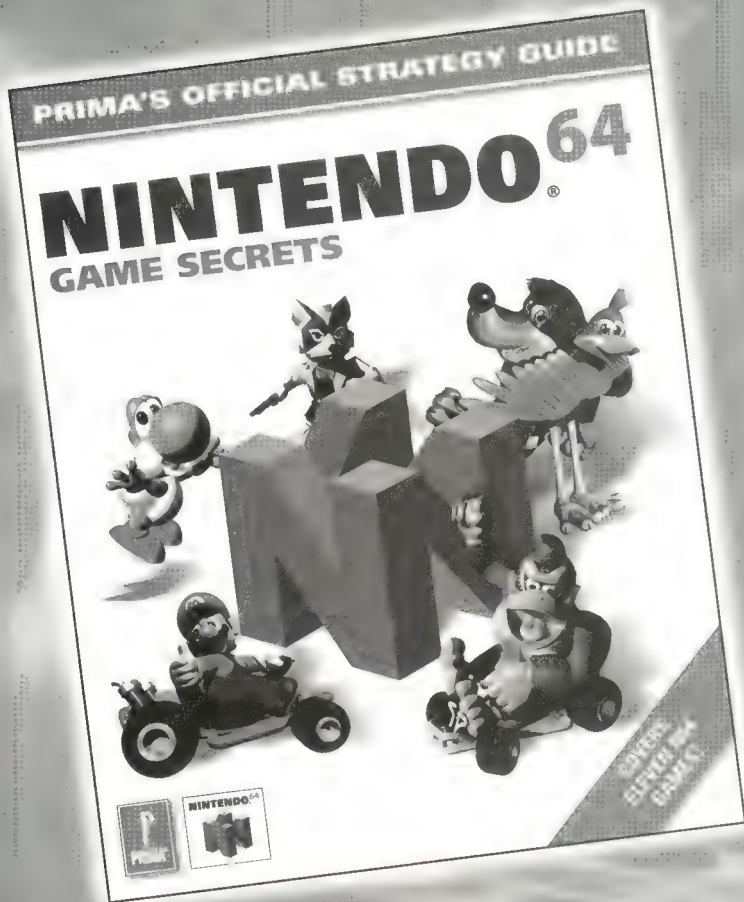
that we would like to play ourselves. Since we're all over 18, generally male and jolly discriminating about our quality game time, we end up making games that sometimes shock the people who think that computer games are still exclusively for kids.

It was always our intention to make *Body Harvest* stand out from usual Nintendo subject matter.

What do you think of the Nintendo 64? What are your favorite N64 games?

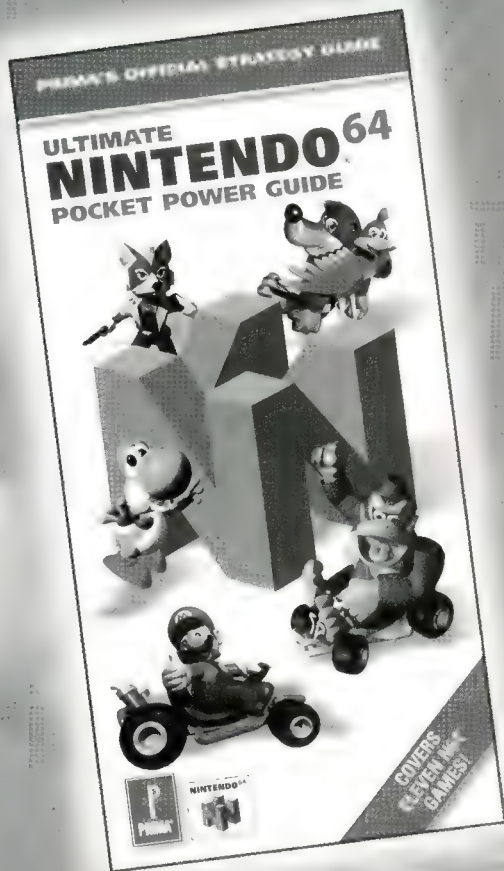
The Nintendo 64 is an amazingly powerful piece of hardware. Many people were upset when they





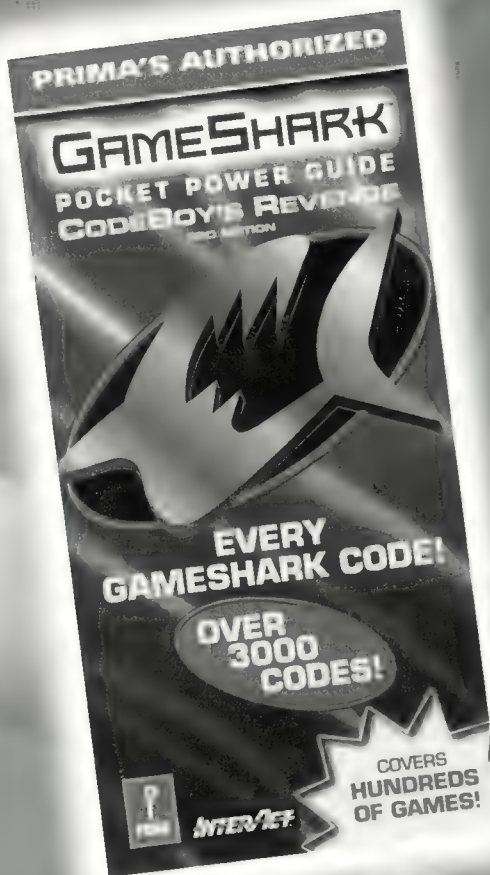
to order, call prima at
1-800-531-2343





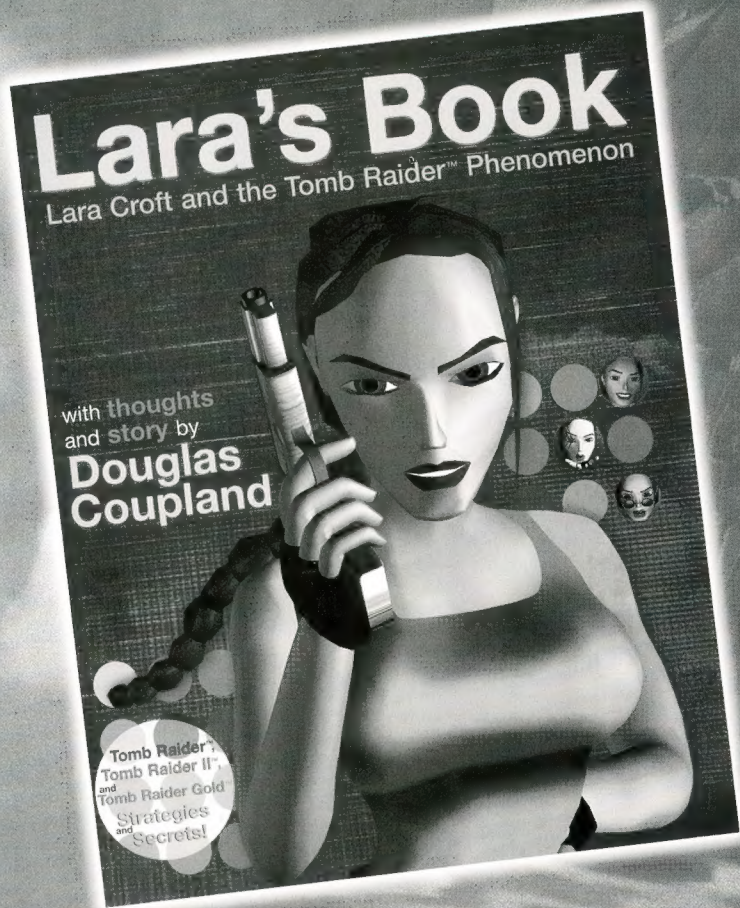
to order, call prima at
1-800-531-2343





to order, call prima at
1-800-531-2343





to order, call prima at
1-800-531-2343




U.S. \$12.99 Can. \$17.95 U.K. £9.99

Electronic Entertainment


IF YOU CAN'T BEAT THE ALIENS AT PRESENT, YOU CAN BEAT THEM IN THE PAST



 *Walkthroughs for
each objective in every level*

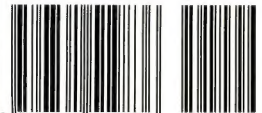
 *Killer tips for defeating
every boss*

 *Expert survival strategies*

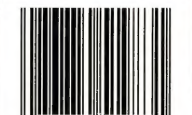
 *Statistics for each vehicle
you'll need to save humanity*

 *Targeting tips to get the most
kills out of your ammo*

ISBN 0-7615-1983-1



9 780761 519836 5 1299



0 86874 51983 1



The Prima Logo and Prima Publishing ®
are Registered Trademarks of
Prima Communications, Inc.
www.primagames.com

Platform: Nintendo 64

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

**People interested in helping out in any capacity,
please visit us at www.retromags.com.**

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!

